THE PLAYS AGAZINE

July 2010
UK Edition
Issue 128 £4.99
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UK's No.1 PlayStation 3 M

ASSASSIN'S CREED BROTHERHOOD

Limited edition subscriber cover

15

AS A MODERN DAY SPY...

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UNDERCOVER.

COERCE.

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OR KILL AND COERCE?

> ... gamers could have a unique experience on their hands, and worthy to boot.

XBOX 360 THE OFFICIAL XBOX MAGAZINE

STEAL.

> There are many reasons why Alpha Protocol could be very special indeed, as there's nothing quite like it.

PlayGamer

> ... there are enough good ideas here to suggest Alpha Protocol will come out as an elegant hybrid.

PlayStation. Official Magazine - UK

FIREPOWER.

15

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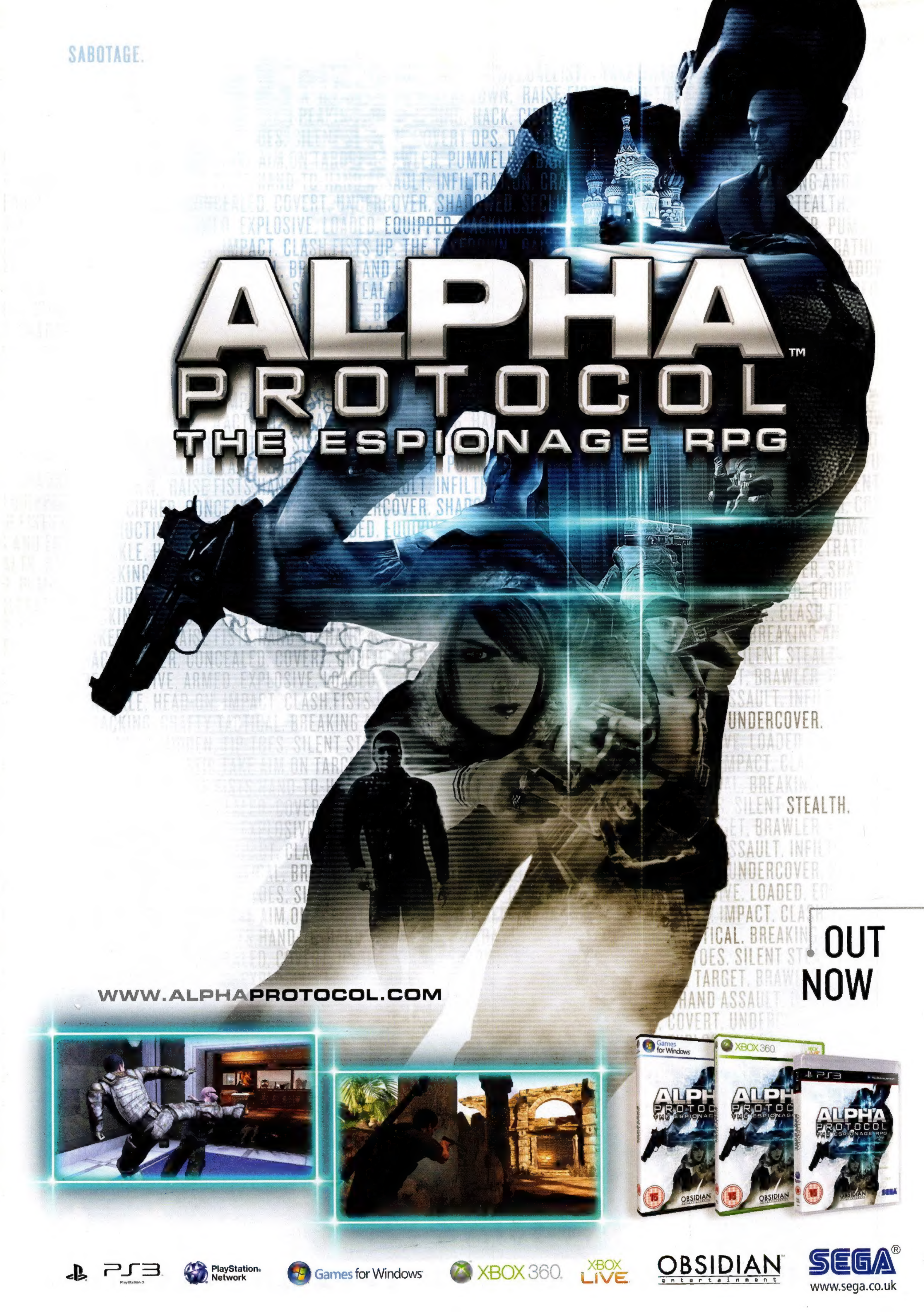
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T3

The Gadget Magazine

ON SALE MAY 27

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Team Intro

The first and last word in PS3 games

"Look, you can't criticise PS3 for a lack of variety"

"Some of the less likely events during this month's PSM3 include: using *FIFA* and *PES* to predict the World Cup with *[deleted]* as the winner (see page 64), *MGS: Peace Walker* making us almost like PSP (page 82), painstakingly recreating the Monaco GP in *ModNation Racers* (page 50), hosting an alternative Glastonbury festival on our PS3 via VidZone (page 58), drinking beer in a Tokyo pub the size of a bedroom with the *PES* team, and a *three hour* argument about *Final Fight* on PSN and the validity of retro games (and, frankly, sod knows or cares what page that's on). More predictably, we've got the scoops on *Assassin's Creed Brotherhood* and *Pro Evo 2011*, plus made some tweaks to make our exclusive content more obvious. As ever, enjoy the issue."

Daniel Dawkins Editor psm3@futurenet.com

THE PLAYSTATION 3 MAGAZINE
PSM3

In the making of this issue of PSM3...
10 courses of raw fish
1 healing Big Mac
145 animals skinned in *Red Dead Redemption*
640 minutes of CPU vs CPU World Cup games

PSM3'S PROMISE

Fact. Opinion. That's our mantra. We say 'no' to waffly, indulgent, previews and deliver what matters. We know games cost £50, and our hard-hitting, expert, reviews reflect that simple fact. No mag gives you more new games, or does more to champion innovative, off-radar, potential classics. If you love games, and want more from your PS3, we'll get along just great.

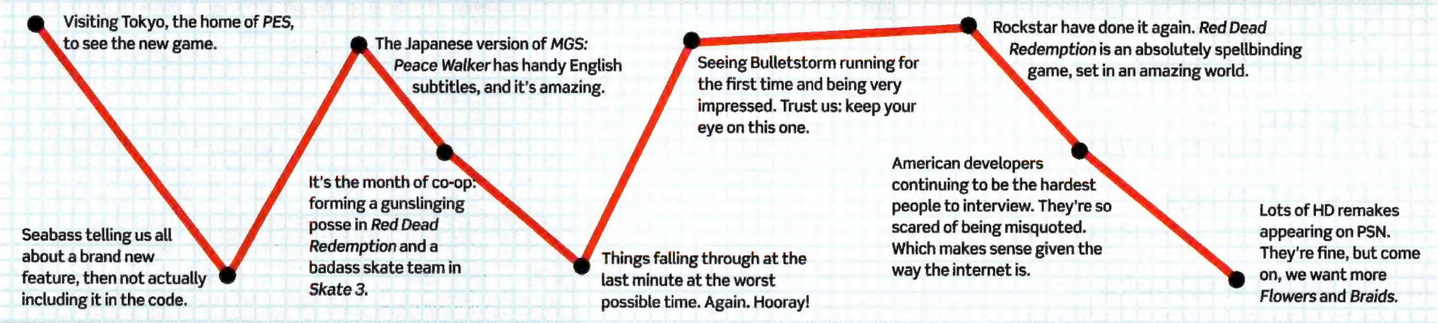
If you only read three things in this issue...

Exclusive: Assassin's Creed Brotherhood
On page 10 we reveal Ezio's latest adventure in Rome, plus the brand new, and incredible, online modes.

PES vs FIFA: World Cup prediction special
Which game's AI predicts the outcome of the 2010 World Cup best? You won't believe the results on page 64.

Review: Red Dead Redemption
Mosey on down to page 76 for the definitive review of Rockstar's *GTA*-beating Wild West adventure.

July2010: The highs and lows of making this month's PSM3



Visiting Tokyo, the home of *PES*, to see the new game.

Seabass telling us all about a brand new feature, then not actually including it in the code.

The Japanese version of *MGS: Peace Walker* has handy English subtitles, and it's amazing.

It's the month of co-op: forming a gunslinging posse in *Red Dead Redemption* and a badass skate team in *Skate 3*.

Things falling through at the last minute at the worst possible time. Again. Hooray!

Seeing Bulletstorm running for the first time and being very impressed. Trust us: keep your eye on this one.

Rockstar have done it again. *Red Dead Redemption* is an absolutely spellbinding game, set in an amazing world.

American developers continuing to be the hardest people to interview. They're so scared of being misquoted. Which makes sense given the way the internet is.

Lots of HD remakes appearing on PSN. They're fine, but come on, we want more *Flowers* and *Braids*.

PSM3

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> "Multi-player has its own story and cast of characters"

Assassin's Creed Brotherhood 10

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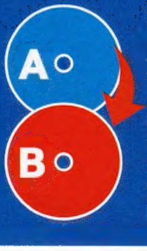

THE DUAL-SIDED DISC

Side A:
See the latest game trailers – works on any DVD player

Side B:
See real HD movies on your PS3 plus saves, themes, more

DVD Highlights Saves, videos, themes

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MORE…
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Fallout NEW VEGAS
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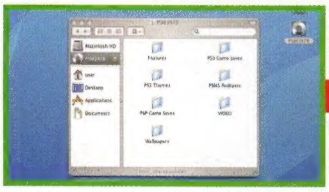
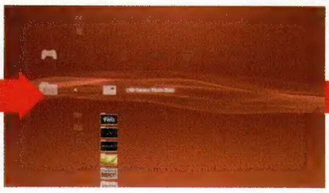
HD Movies
Apocalypse WOW! Razor-sharp HD footage from the City of Sin

How to... Use everything on Side B of the disc

PS3 GAME SAVES How to use PS3 game saves





Step 1 Insert a USB stick into your computer and make a folder on it called 'PS3', then one inside called 'SAVEDATA'. Drag the saves you want into here.

Step 2 Insert the stick into your PS3, go to 'Game' then 'Save Data'. Click on the USB device, then copy the saves you want by pressing Ⓐ on the game's folder.

Step 3 And that's it. Simply load up the game, and you'll be able to use our game save. But is it as satisfying as playing honestly? Is it?

HD VIDEO FILES

Step 1 Insert Side B of the disc into your PS3, then click across to 'Video' on the cross-media bar (XMB). Select the disc and press Ⓐ.
Step 2 Choose 'Display All' from the menu, and then highlight all the trailers you want to copy and download them to your hard drive.
Step 3 View the trailers in your videos list.

PS3 THEMES

Step 1 Insert a USB stick into your computer. Create a folder on it called 'PS3'.
Step 2 Create a folder inside called 'THEME' and copy the themes you want into it.
Step 3 Put the USB stick into the PS3, locate the 'System' menu, then 'Themes'. Choose 'Install' and 'Select USB Device'. The themes will install.

PS3 WALLPAPERS

Step 1 Find the wallpapers folder on side B.
Step 2 Make a folder on a USB stick called 'WALLPAPER' and copy your chosen wallpapers to it (or select all of them). Put the USB stick in your PS3.
Step 3 Access the USB stick. You'll see your chosen wallpapers. Select one, press Ⓐ again, then ⊗ to set it as wallpaper, and 'Options' to crop it.

Faulty disc? Send it to Disc Replacement, Reader Support, Future Publishing Ltd, Bath, BA1 2BW

3 things to watch first this month

Fallout New Vegas
See the latest trailer for Obsidian's epic post-apocalyptic sequel in full HD.

FIFA World Cup Tips
Be the best at the new *FIFA* with our exclusive video strategy guide.

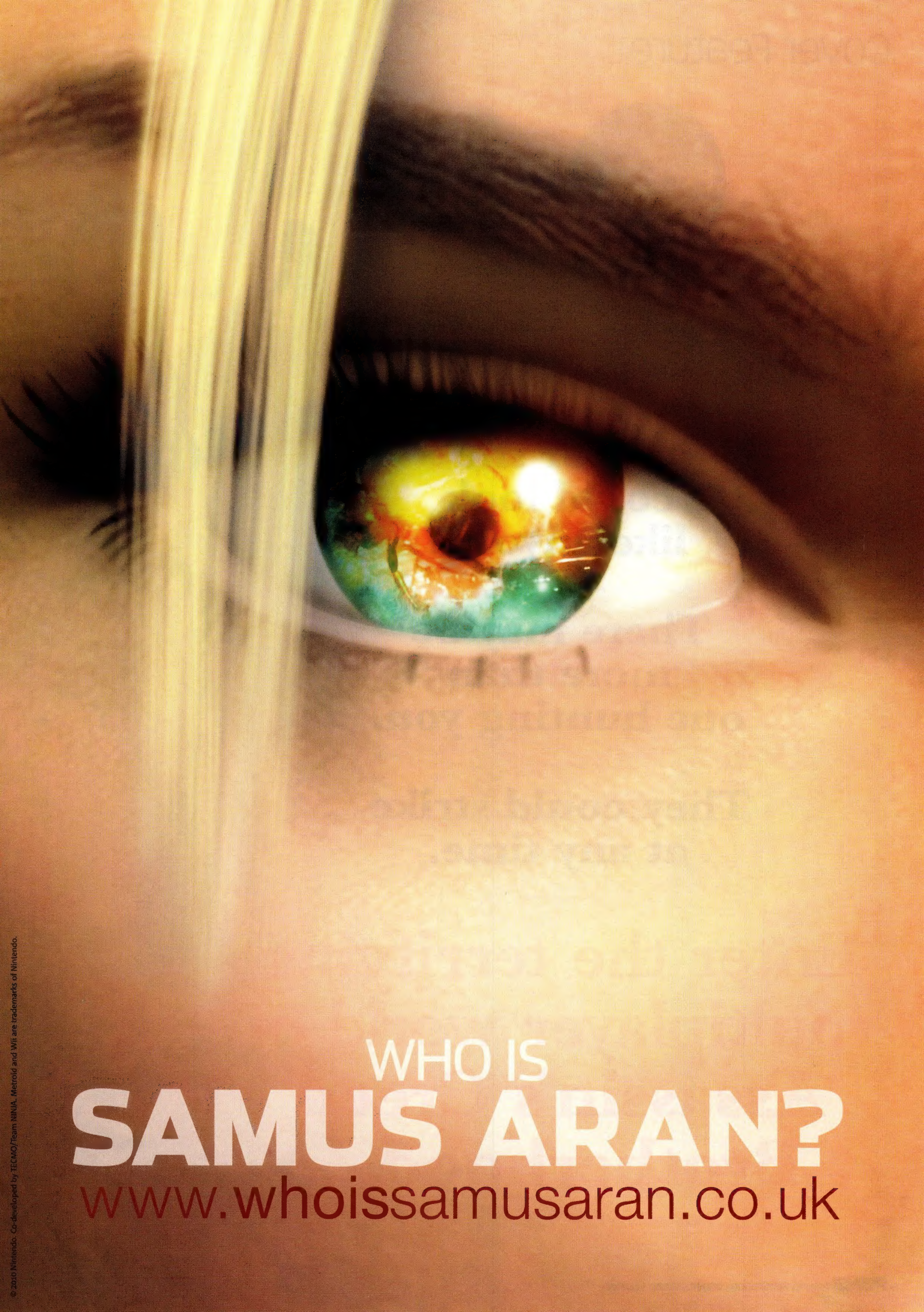
Crysis 2
See the moody teaser trailer for EA's benchmark-setting shooter.

PLUS!

PSM3 Podcasts

You do podcasts? Where can I get them?
Although you can find our podcasts on iTunes and on psm3mag.com, you can also get a selection of recent podcasts on Side B. Go to the 'Podcasts' folder to hear them. They're MP3 format, so will work on PC, Mac, iPod and your PS3.

THE PSM3 MAGAZINE
PODCAST
PSM3 Podcast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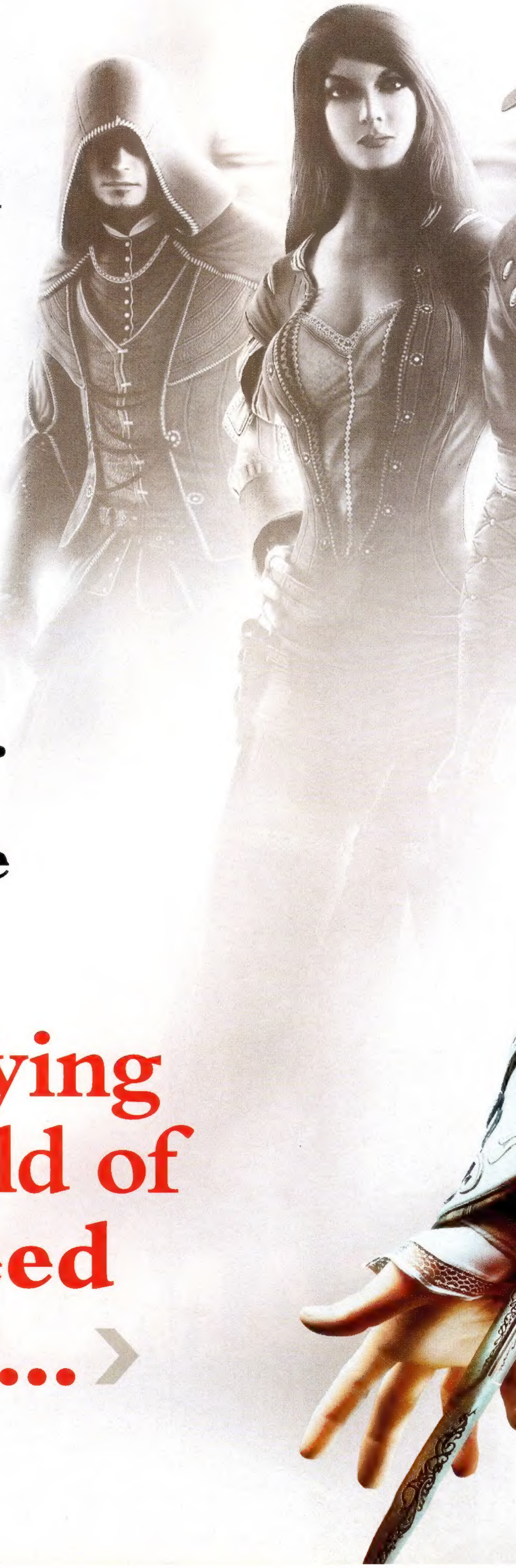
First play, first screens, first info



Your killer could be anywhere.

He or she could look like anyone.

There may be more than one hunting you.

They could strike at any time.

Enter the terrifying multiplayer world of Assassin's Creed Brotherhood...

THE PSM3 MAGAZINE
Cover Game

Myth killer

Your internet-rumour busting guide to what ACB is really about

FACT: This is a fully-fledged *Assassin's Creed* title, which continues the story of both Ezio and Desmond directly after the events of *AC2*.

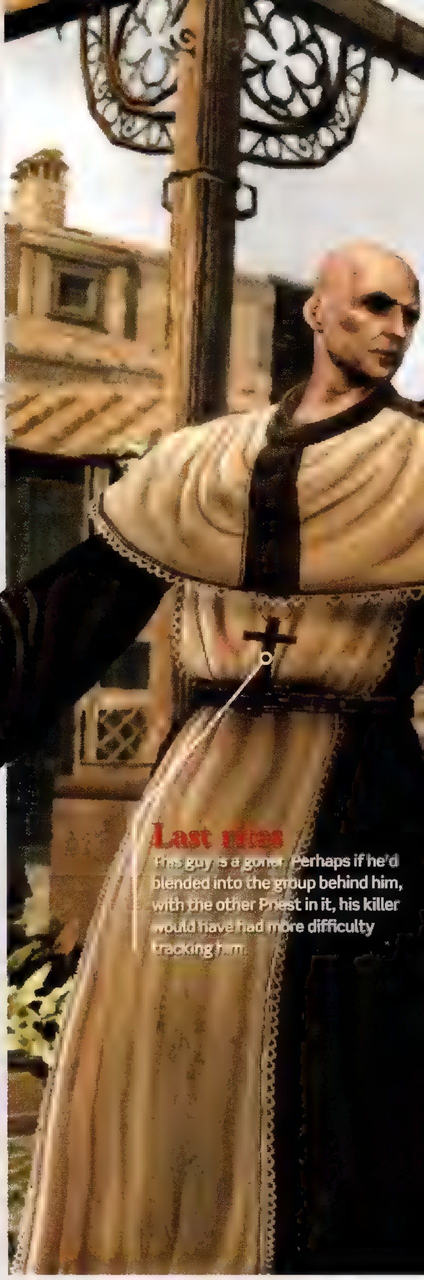
FACT: It has a full single player, the same size as *AC2*, and a separate multi-player portion, currently in development at Ubisoft Annecy.

FACT: *Brotherhood* is set in Rome, and sees Ezio setting up a guild of Assassins to continue his war against the Templar.

FACT: Combat has been rebuilt to make it more aggressive and to reward assassinations over street-brawls.

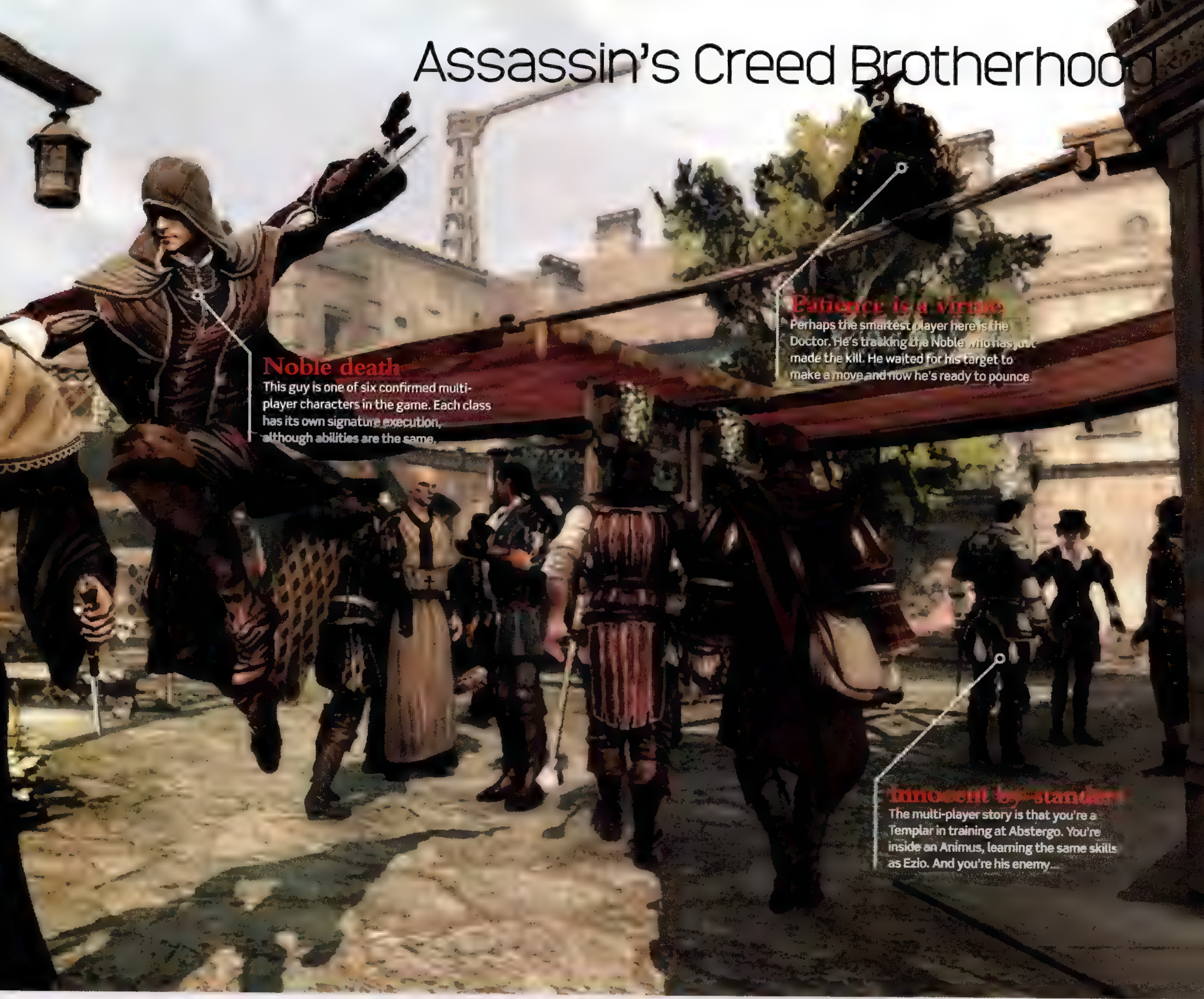
A new *Assassin's Creed* game? Really? So soon after *AC2*? Yes, we were as surprised as you and probably just as sceptical about its quality. Turning out such a huge, rich game as *AC2* was a monumental effort on Ubisoft's behalf, requiring the input of three internal studios (Montreal, Annecy and Singapore), so when we first heard a new adventure was due – and releasing this year – we were instantly worried about the quality. Spin-off, *Assassin's Creed 2.5*, cash-in: these were all phrases clouding our minds. And then, to compound our fears, Ubisoft invited us to play the multi-player...

Our initial reaction doesn't do justice to the reality – this isn't a money-spinning side-mission to nibble on while we wait for the inevitable *Assassin's Creed 3*. It's a huge new game in its own right, its plot follows on directly from the end of *AC2*, and oh yeah, it has a separate multi-player component with its own story and cast of characters. Again, the mention of multi-player had our warning sirens blaring. After all, we – like you – played through the weird 'Capture the Flag' style mission in *Assassin's Creed 2* (Venice) and hated it. Don't worry – it wasn't a prototype for *Brotherhood*. Development for that has been going on for more than five years at Ubisoft Annecy, the chaps who made *Splinter Cell*'s incredible Mercs



Last rites
This guy is a goner. Perhaps if he'd blended into the group behind him, with the other Priest in it, his killer would have had more difficulty tracking him.

> "You never know when the knife might be slotted into your own throat"



Noble death
This guy is one of six confirmed multi-player characters in the game. Each class has its own signature execution, although abilities are the same.

Patience is a virtue
Perhaps the smartest player here is the Doctor. He's tracking the Noble who has just made the kill. He waited for his target to make a move and now he's ready to pounce.

Innocent by-stander
The multi-player story is that you're a Templar in training at Abstergo. You're inside an Animus, learning the same skills as Ezio. And you're his enemy...

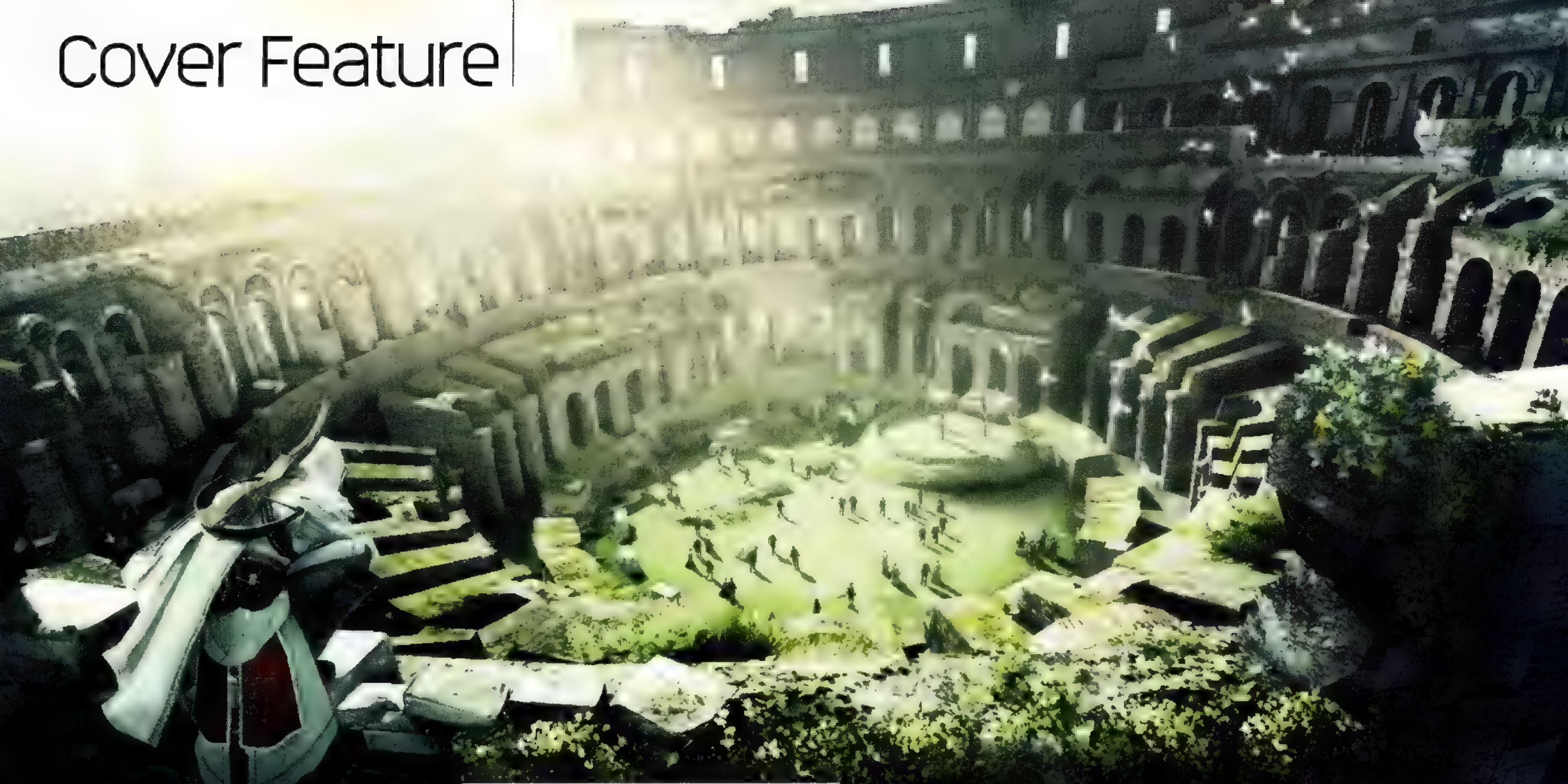
vs Spies mode for *Pandora Tomorrow* on PS2. They know what they're doing and the multi-player's inclusion won't affect the quality of the single-player, in development at *AC2* lead-studio, Ubisoft Montreal. You can relax now.

Who kills the killers?

The only announced multi-player mode right now is Wanted, which we played during our trip. This is how it works: There are six visually distinct multi-player characters, and you're randomly assigned one before each session. Within the levels (small sections of Italian cities – Florence, San Donato and Rome are confirmed, with more due) there are up to 140 non-player characters who look identical to the players. See where this is going?

At the start of each game you're assigned a target – one of the seven other human players inside the level. You're shown a picture of what they look like, and have a mini-radar to tell you roughly where they are. Now, here's the clever part. Another player within the level will be hunting you, but it won't be the man you're tracking. A hunts B who hunts C who hunts A etc.

It adds a real layer of tension. Sure you know who you're supposed to be killing, but you never know when the knife might be slotted into your own throat. There are other rules. If you're too aggressive near your target (by running full-pelt, or leaping over walls) then that player will be warned and given the chance to flee, using a line-of-sight system similar to the one in the single-player. Another nasty twist is that better players will be tracked by multiple enemies. If you're in the lead, you'll likely have the attention of three Assassins; not just one.

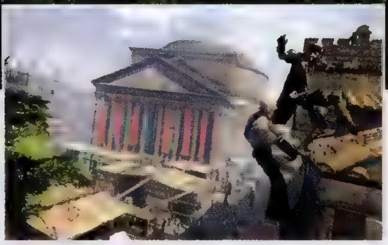


Dramatic performance Assassin's Tomb locations are back. There's one in the bowels of the Colosseum.

Ezio's enemy

Has the Renaissance Man finally met his match?

Forget the lumbering Aristos of AC2 – this is Cesare Borgia – and anywhere Ezio goes he can follow. He'll follow you along roof-tops, he'll kill your friends, he'll chase you to the city limits. What's more, Cesare Borgia was a real man (although we doubt he was an expert free-runner...) during the 1500s in Rome. Son of Rodrigo Borgia (Pope Alexander VI) he was a power-hungry General who relied on the support of the Vatican to watch his back as he expanded his family lands across Italy. He was also the father of at least 11 illegitimate children.



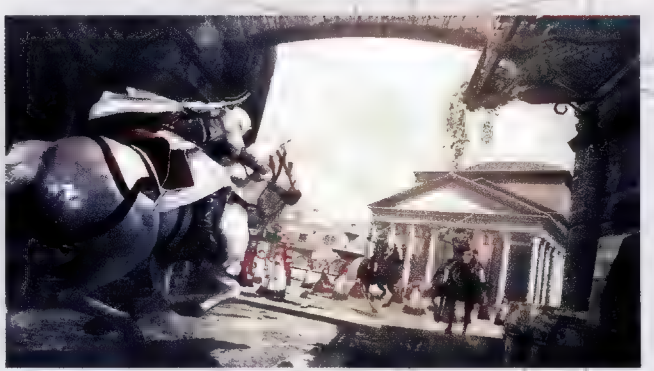
Down you go Few multi-player thrills match yanking an opponent off a roof to his humiliating death.

Conceptually it works well and, although we felt the map we played was too small to accommodate eight players (six would have been ideal), the mode has plenty of potential. Our favourite moment came when we stalked our victim from a low roof, before pouncing on them for an aggressive kill, and instantly blending into a group of nearby NPCs that happened to look just like us. Our tracker may have seen the kill (doubtless other players did witness it) but because we disappeared so soon afterwards we felt as if we'd gotten away with it scot-free. According to the devs there are plenty of ways to both hide and kill within the multi-player, and the ability to exploit these moves is what will separate the average assassins from the great. You can sit on a bench next to two NPCs and wait for your target to walk past before plunging in the blade. You can kill them silently if they sit on the bench. You can hide in bundles of hay, shoot from a distance with a hidden pistol, blend in crowds – unpredictability is definitely key.

Tragic moments

Similarly, there are options in defence. Each player will have special abilities (yes, perks) to deploy during a chase – like the ability to temporarily morph into a different character, send a decoy in the opposite direction, or deploy a smoke bomb. It's obvious, even from the early build, that the balance between attack and defence is spot on – you get points for both kills and escapes. It gives us

> "You can order your men to silently take down bodyguards"



Horsing around The endless riding around the countryside sections are out. Now you can bring your equine companion into Rome and involve it in your murdering activities.

"We could have called this Assassin's Creed 3 – it has the scope"

AC Brotherhood's Producer Vincent Pontbriand and Lead Designer Patrick Plourde talk PlayStation Move, Rome, and setting the next *Assassin's Creed* on the moon

PSM3: Are we just playing as Ezio, or are we playing as Desmond playing as Ezio in Brotherhood?
Vincent Pontbriand: We are continuing the story of Lucy and Desmond and other present-day assassins. That's important for the franchise. It's actually our core DNA and it's our overarching storyline, so we are pushing the story ahead and you learn more about the relationship between these characters and their ultimate goal, which is defeating the present-day Templars. The narrative will have a few twists.

PSM3: Would you describe it as *Assassin's Creed 3*?
VP: We could have put that number on the game. It has the scope. To develop our brand we like to keep our numbers for new settings, new characters. So eventually, when it's on the moon, you'll have your '3', no problem [Laughs]. We like to say it's like a new season on a TV show. We establish characters, setting etc so we can have that behind us and create a new storyline. It's not a new setting but it's a new playground, a new city. We've built an entire city from the 16th century to have fun in.

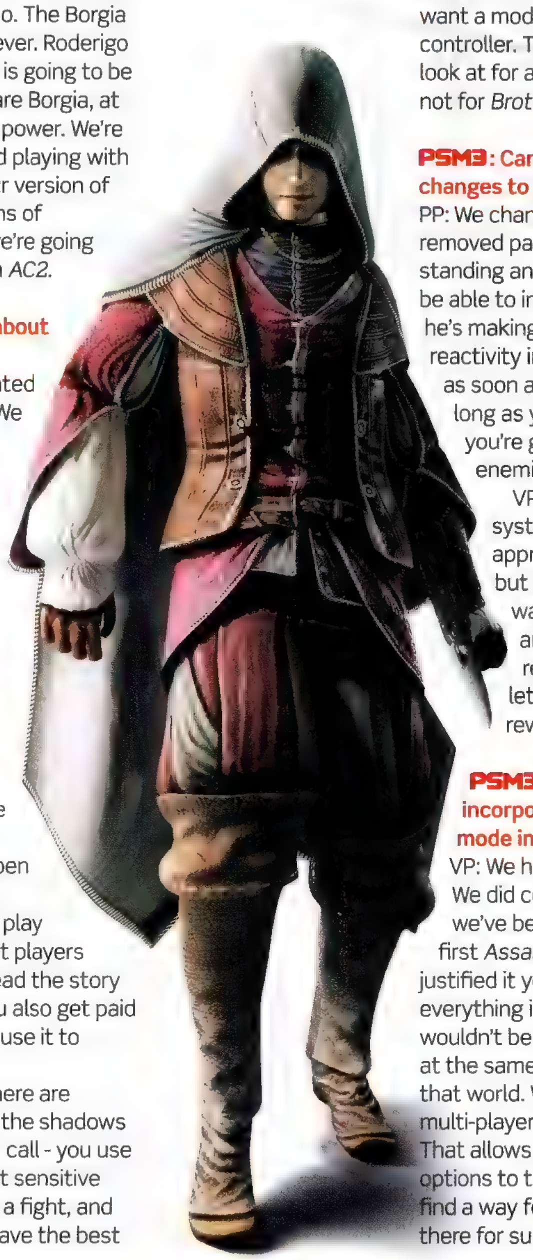
PSM3: Are you concerned people might get Renaissance Italy fatigue?
VP: We considered all that, but we did our market research and people want more, and more than a DLC pack. People want to know what happens next. Rome is a little less Renaissance than Florence. Florence hasn't changed much in 500 years. Rome at the time was just beginning to enter its period of Renaissance. We're taking that fact and playing with history a bit. But it's still a rich period. Between 1500 and 1527 Rome was paradoxically both entering its Renaissance but was also in the grip of the decadent Borgia family. Then the French army invaded...

PSM3: As you start the game as Ezio, a fully-fledged assassin, how are you planning to encourage progression?
Patrick Plourde: With Ezio as the master assassin, we can explore a new angle – it's about leadership, and being more reflective on your life. With a new character you have to restart with new motivation. We have a guy at the midpoint of his life who learns that he's a vessel. He fulfilled his mission and wonders what to do next. You're still an assassin, you're still fighting Templars. There's a lot of stuff to do. The Borgia are more powerful than ever. Roderigo is back, but *Brotherhood* is going to be more about his son, Cesare Borgia, at the height of his family's power. We're following real history, and playing with it. We're telling people our version of those events. But in terms of gameplay progression, we're going for a different angle than *AC2*.

PSM3: How do you go about recruiting followers?
VP: It's systemic. We wanted to dress it and justify it. We wanted it to be a portal for saving lost souls.

PP: As you take away the power of the Borgia in Rome, you increase your own power. That enables you to have a bigger guild. There are people that are fighting the Borgia in the world, and you go there, fight with them, and they see you and ask to join your guild. Once there, you are able to send them on assassinations that happen elsewhere in Europe. You won't actually be able to play these assassinations, but players are going to be able to read the story about what happens. You also get paid by the guild and you can use it to acquire new skills.

During each mission there are assassins everywhere in the shadows and they are available on call - you use the L1 button for context sensitive commands. Say you're in a fight, and you need help, you can have the best fighter come to your aid by tapping L1.



VP: We wanted to avoid having to micromanage. There are RPG elements, but it needs to be contextual.

PP: It's starts with strategy (where you upgrade characters before each mission) then once you're in the game it's more about how you react. You could use assassins to set up a trap and use distractions to access a target – like provoking a fight while you walk around undetected. They'll have access to ranged weapons, smoke bombs – all the tools you have.

PSM3: You've talked about the point and kill command system. Did you ever consider PSMove for that?
PP: We investigated Move but it's not going to be implemented. We wanted to make *Brotherhood* as big as *AC2* in terms of scope, so there are points where you have to sacrifice things - like Move. If you have Move, you should be able to use Move everywhere. I don't want a mode where I pause to change controller. That's maybe something to look at for another game. It's cool, but not for *Brotherhood*.

PSM3: Can you tell us about the changes to the combat system?
PP: We changed the code for the AI and removed parts that had them just standing and waiting. They're going to be able to interrupt the assassin as he's making moves. There will be more reactivity in the game world too. Also, as soon as you start a combo, as long as you're not interrupted, you're going to be able to kill enemies in one shot.

VP: We favoured a defensive system in *AC2* and this was appreciated by many players, but the more hardcore player wanted to get done with it and go faster and get rewarded. So we said okay, let's keep the best bits and rewarded offensive play more.

PSM3: Did you consider incorporating a co-operative mode into the single-player?
VP: We have a problem with co-op. We did consider it, but the thing is, we've been considering it since the first *Assassin's Creed*. We haven't justified it yet, and in our universe everything is justified. A subject wouldn't be able to have two ancestors at the same time. It just doesn't work in that world. We're justifying the multi-player with the Templar universe. That allows us a brand new range of options to tell a different story. We'll find a way for co-op. It's going to be there for sure... eventually.

Behind you When you're chasing a target, remember to watch your back. Or you could get a knife in it.

> “Send followers off on assassination missions throughout Europe”

hope that the multi-player will deliver long after aspiring Ezios have given up on the main story. Speaking of which...

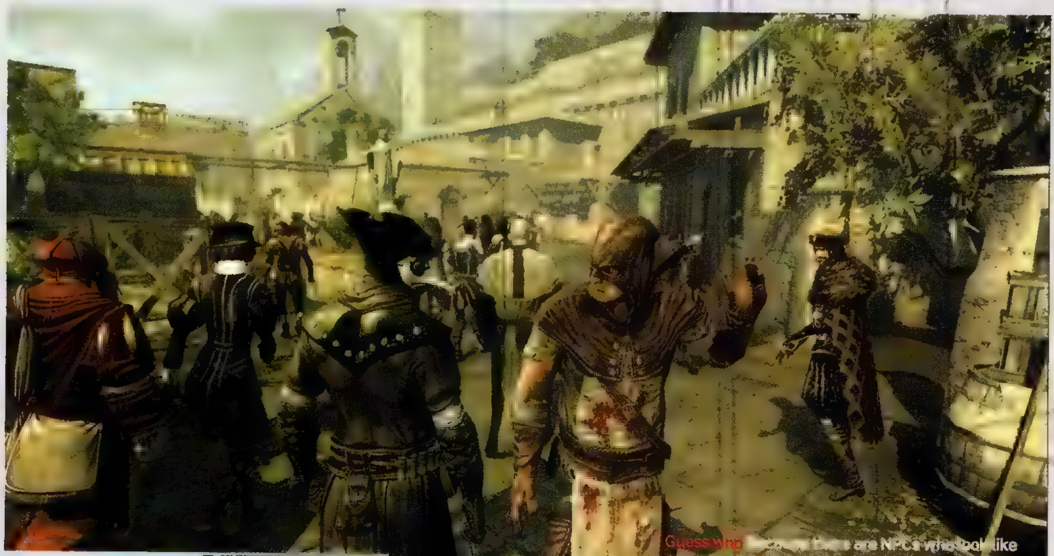
You and who's army?

On the surface *Brotherhood*'s solo campaign seems to be a similar experience to *Assassin's Creed 2*. You still play as Ezio, you're still in renaissance Italy (albeit Rome this time) and you're still the deadliest thing in Europe since the Black Death. It's the age-old argument that, if the basic gameplay and themes work (and people want more of them) there's no need to make needless changes.

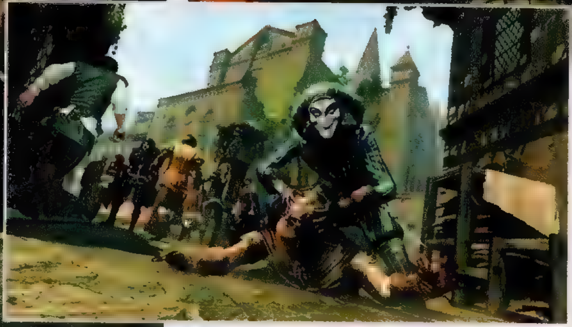
However, this isn't to say *Brotherhood* lacks innovation or variety. The core mechanics (with the exception of the weapon combat, which is being overhauled) may stay similar but it will be considerably fleshed out, its scope expanded. In terms of single player, the big innovation is the 'brotherhood' part of the title. Following a lifetime of fighting the Templars, lead by rival family the Borgias, Ezio turns his attention to the heart of European power: Rome. It's too vast a city to tackle on his own, so our

Assassin's Creed Brotherhood

Make sure Don't kill civilians, or your contract will be revoked. And you'll reveal your location...



Guess who Because there are NPCs who look like your target in multi-player, and other assassins, there's a real element of tension in each game.



Spectator sport Each multi-player character has a unique assassination move. They're all fun to watch.

hero sets up an Assassin's Guild with the aim of recruiting and training an army of followers. You'll go through this process at the beginning of the game, and will be able to micro manage both your Guild HQ and your followers, overseeing their training and sending them off on contract-killing missions throughout Europe.

Second homes in Rome

In fact, the ownership element of the game is vastly expanded. Now you can buy swathes of Rome, gentrifying districts as you pump money into them through banking, shops and other guilds. We're assuming certain properties will grant mid-mission perks (safehouses and the like) but this is still unconfirmed. The more property you own, the bigger your income – just like the Monteriggioni villa in *AC2* – but in addition to that, your Assassin's Guild provides extra benefits that help you out on the streets. On a basic level, its squad commands. As Ezio, you have an entourage of deadly followers hidden from sight, just waiting to do your bidding. Give a signal, and a chosen man will leap from cover to off the foe of your choice. Alternatively, you can order your men to silently take down bodyguards, leaving your target wide open for attack. It's all done on the tap of a trigger button, and it adds a tactical depth to the gameplay. Understandably, Ubisoft is keeping story details under wraps. Machiavelli and Leonardo (plus his flying machine) return, Secret Tombs are back – there's one under the Colosseum – and horse sections are gone, replaced by the ability to bring your nag into the city and involve it in your free-running and assassinations. In keeping with the ethos that made *AC2* such a great sequel, the devs are again listening to fans, removing stuff they don't like and tweaking moments of sloppiness. It's a formula that worked last time, to the tune of a 94% review score in PSM3 121, and from this early snapshot of *Brotherhood*, it seems to be working again. Familiar? Yes. Any less exciting? Hell no.

PSM3 Reckons

The multi-player is a fantastic addition to the *Assassin's Creed* series, and for us this is the main reason to get hyped for *Brotherhood*. Although the solo story is well thought out and carries on the main *AC* thread, we're excited by the prospect of getting creative with our blades against real opponents.

CRACKDOWN 2
15
XBOX LIVE

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Frontline

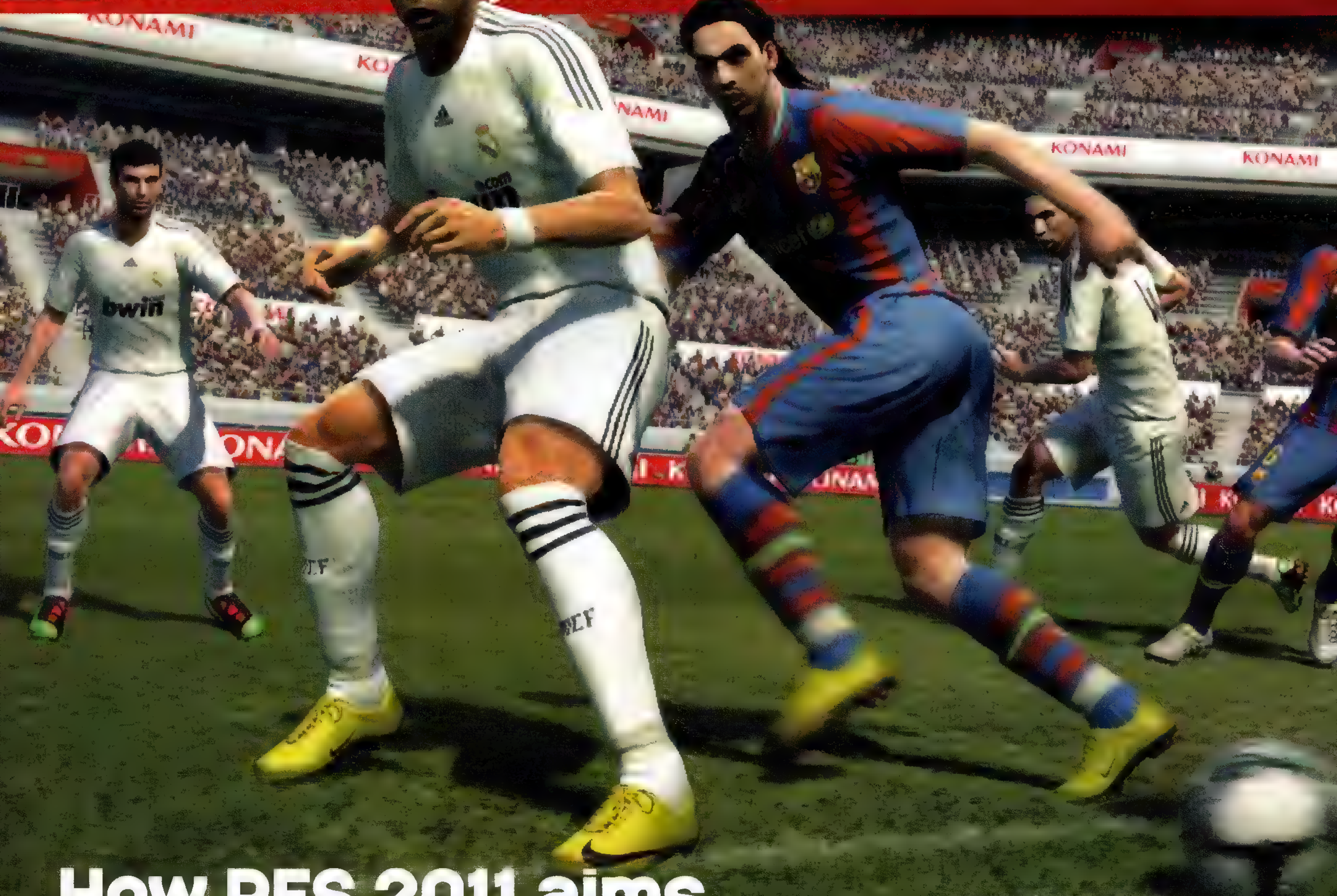
Hard news, a ayStation action

HIGHLIGHTS

Exclusive hands-on with *PES 2011*

Win *Skate 3* and Battlestar Galactica prizes

Have your say on how PSM3 is made



How PES 2011 aims to restore old magic

What do Konami's promises of 'total freedom' really mean? PSM3 jets to Tokyo to find out

Uncertainty. That's the bittersweet magic of football, and why *Pro Evo 2011* is the most tantalising, but hard-to-assess, entry in the series' recent history, based on several hours play during our exclusive visit to Konami's studio in Midtown Tokyo. Our hands-on time left an air of uncertainty – but one tinged with optimism – and the nagging belief that this *might* be the year *Pro Evo* gets back on track.

The big change, on paper, is 'total freedom' 360° passing, with full power control. In theory, it's as possible to mishit a five-yard pass, as loft a diagonal through ball 40m onto your striker's toes. Mercifully, the former is less likely than the latter, and we rarely misplaced a short pass to a colleague, allowing a familiar ping-ping passing game – you instinctively press the right direction by force of habit.

More effective, is redirecting play with a sweeping cross-field pass. On a few occasions, we spotted a runner on the opposite touchline, spinning our winger (Di Maria) 180°, and launching a soaring reverse diagonal pass for, say, Messi to run onto was hugely satisfying, though timing and power is critical. You can deliberately over-hit ground passes (⊗) to act as through balls, but the option to do so automatically (△) remains. The passing game felt familiar, if less 'boggy' than *PES 2010*. The crux will rest on the AI's ability to make meaningful runs, and your ability to pick out the pass. Sadly, there's no 'run prompt' button, as in *FIFA*, which would amplify the potential of manual passing.

The key change – though one it's possible to ignore if you stick to a strict passing game – is the focus on 'duels' between attackers and defenders. Attackers have a wide variety of right stick feints and tricks, split into two camps. Hold L2 and right stick (or just right stick), to perform subtle, but effective, upper body feints and step overs – using familiar motion taps, like ←, ↗, for a

PSM3 Hands-On

World-first play and screens

Matthews Feint, or ←,→, for an Inside Bounce (the 'long step' from *PES 2010*). There's also a full range of stationary L2 + right stick moves, so you can shimmy, or quickly shift the ball to buy a yard when stood still - deadly with players like Schneider.

Old dog, new tricks

Holding L1 and tapping a right stick direction performs high speed dribble tricks, like Flips Flaps, the Marseille Roulette and new 'hold and scoop' direction changes, reminiscent of Man U's Nani, plus others. Tricks can be user-defined to suit your playing style, or players. They're easy to perform, but relative to the player's skill, and your timing/position. They almost always buy a yard or beat a man, and feel slightly automated (but more precise than *FIFA*'s right stick system). The idea is to 'link' feints and tricks, effectively chaining combos.

Superstars like Messi and Ronaldo (only 15 or so players in total) have the 'Speed Star' attribute, allowing them to change direction and 'slalom' while dribbling more effectively, sharply cutting in and out on their left/right feet. You can hold R2 to Mid Step dribble, allowing finer close control and direction changes, while R1 is sprint. Currently, dribbling still feels much less fluid and 360° than *FIFA* - though we suspect it's deliberate, and tied to the precise trick system. Bottom line, it's not as smooth as *FIFA* fans might expect, with direction changes tied to 16-way (the number of dribble directions in *PES 2010*, Konami revealed), or possibly 32-way angles. In the early code, it occasionally felt like you were wrestling with the invisible will of (improved) animations.

To maintain balance, defenders can now 'jockey' players, closing off their angles, without committing to a tackle - so you can jog side by side with a winger to stop a cross, without risking stepping in. Hold ⊗, and use the right stick to push toward your goal (away from striker), to stand off; and push the stick toward the player when you want to step in. Player strength and balance is critical, especially with new animations where players jostle and interlock arms. Defenders like Vidic should easily out-muscle Aaron Lennon, despite the winger's new array of dribble options.

Sadly, in the early code, the ability to step in and tackle was missing, leading to weird ghostly duels where you tried to ferry players away from danger. As such, it's impossible to

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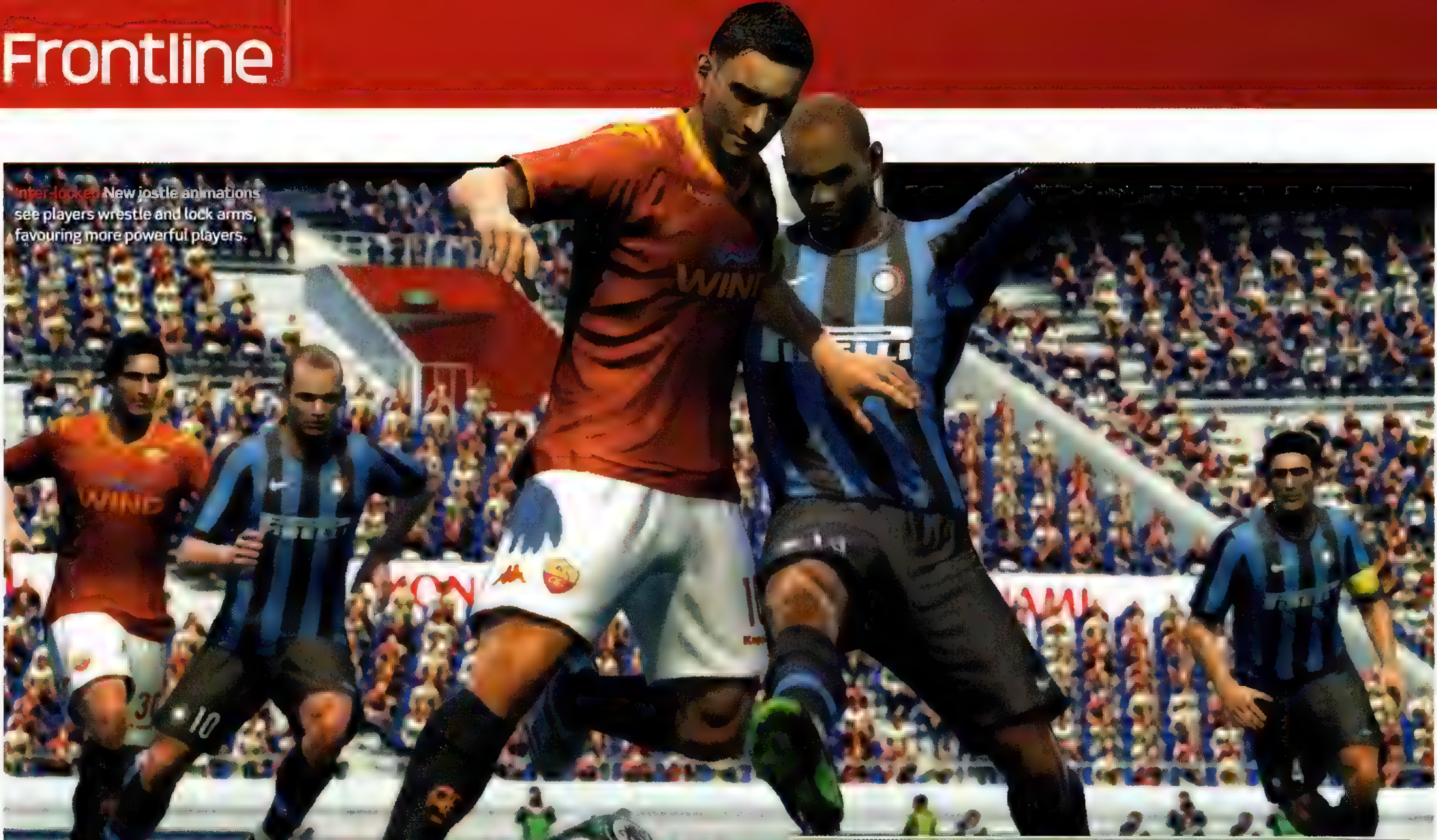


Inter-locked New jostle animations see players wrestle and lock arms, favouring more powerful players.

gauge the interplay between attack/defence – something that might be a key point of difference over *FIFA*. Sometimes, players would get locked in weird, slow motion, arm tussles, almost oblivious to the ball. Sometimes, even Messi took unnaturally long to hit stride. There is a deliberate momentum system, but it felt imbalanced.

PES 2011's at an early stage, and the components are alluring, but it's impossible to gauge the potential. In football games, physics and fine-tuning are everything in terms of 'feel.' *Pro Evo 2011*'s success rides in this balance between chaos and control. With over four months until the game ships, there's ample time to get this right.

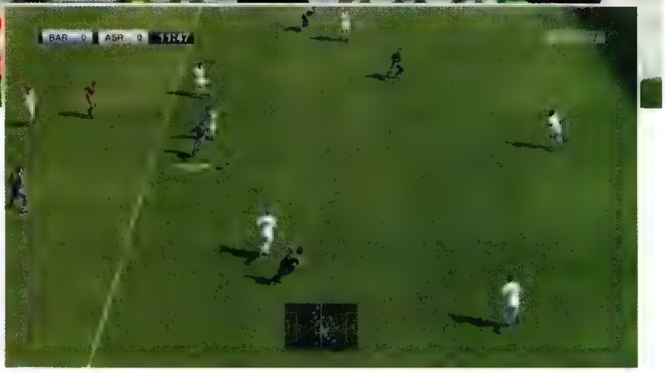
A beautiful game

Visually, it's a strong leap, retaining *Pro Evo 2010*'s superb player likenesses, and adding over 1000 new animations, plus a new, slightly angled, Wide default camera, plus stylish (if possibly excessive) motion blur in replays. The pitch looks sharper and the crowd more alive, while players perform atmospheric pre-match tuck jumps and stretches. Kit fabrics move with incredible realism, especially during shirt-tugging jostles. While a major leap from *PES 2010*, it's not quite as fluid as *FIFA World Cup* – though close enough for the gap to be negligible.

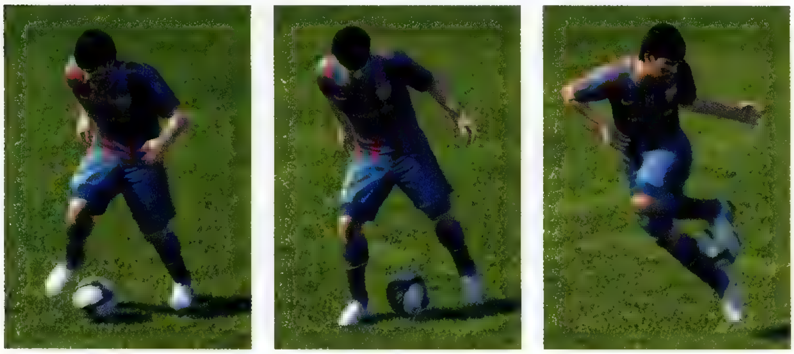
Will it be enough to compete with *FIFA 11*? EA's already-strong game can, surely, only improve and, currently, it's hard to gauge the success of *PES 2011*'s tweaks. Our fear, is that for all the talk of 'total freedom', *PES* is still too closely wed to the legacy of its PS2 success, and the old game logic seems to haunt the fringes of the new game. Seabass assured us "I will never lose the feeling of *PES*", which might serve as blessing, and curse.

There are so many simple things *FIFA* does well – right stick first touch, L1 run prompts, custom goal celebrations, fluid stop/start 360° movement – that it seems odd not to 'borrow' them, and innovate on top. After all, it's how *FIFA* rose to prominence – shamelessly aping *Pro Evo*'s controls and re-building the 360° movement engine. Konami's focus on crafting a distinct alternative – with one-on-one duels – is admirable, but possibly fuelled by wounded pride and a desire not to copy their rival.

Uncertainty. For every game of *Pro Evo 2011* we played and loved, harnessing the new dribbling to weave magic with Messi, slamming 30 yard strikes into the top corner, we spent another partially fighting the animation, cursing the lack of AI run prompts, or struggling to perform graceful turns. The hope is that the promising new elements are yet to be tuned, and our frustration might just stem from re-learning a slightly alien new game. For the first time in years, the biggest compliment to pay *Pro Evo* is that we're not sure what to expect; bitter experience has taught us not to over-react to Konami's promises but, *damn*, the ambiguity is thrilling. We'll have new code next month, and possibly, welcome news to report.



Open Bar The power gauge appears under players' feet, and doesn't feel intrusive.



Blame it on Leo There are new stationary flick-up moves with L2 + R3 but it's unclear if you can ball juggle.

Pub Konami | **Dev** Konami TYO | **ETA** October

"We've seen it in action, and it's absolutely stunning"
Crysis 2 page 25

Five things we learnt from our PES studio tour

Glowing balls, AI secrets and rounder 'pants'...

1 Mo-cap with a twist

2 We can't shout

3 Tactical secrets

4 Unbridled passion

5 Enhanced 'muscles'

Konami opened up their Tokyo, Midtown HQ to journalists for the first time, leading to the revelation that **taking flash pictures of mo-cap balls is like recreating Tron on the cheap** (1). Oh, and *Pro Evo's* in-house dribbling expert failed to trick past a Dutch journalist three times wearing the suit. For shame.

We were invited to record **crowd chants that might appear in PES 2011** (2) but we suspect our milky 'Oh, oh, oh's' won't make the cut, despite the application of a filter that makes ten voices sound like 10,000. We also learnt that the less popular half of *PES 2010's* maligned commentary duo is getting the boot, replaced by a reasonably famous TV commentator, who makes perfect sense given *PES 2011's* key licence. Sorry to be cryptic.

A new, yet-to-be-implemented, conditional tactics mode (3) was revealed during our tour of the *PES* development floor, so you can set your team to, say, play Counter Attack between 0-20 minutes, then use CB Overlap between 60-90 minutes when the opposition tires. You can also set up conditional tactics, so your team will automatically shift to Defence when you go 2-0 (as opposed to 1-0, since you're still looking for more goals, right?). Very intriguing.

The 200 strong *PES* development team are obsessed with football (4) and the office is littered with signed shirts, European football mags and, oddly, a row of expensive, unused, football boots. We met some of the *PES* team in a pub that looked like a man's bedroom, where we watched football highlight reels on YouTube for almost an hour... and that's after work.

What's happening with team licencing? Don't expect the Premier League licence, but *PES 2011* features the official Copa Libertadores licence (the South American Champions League).

***PES 2011* features impressive kits and, er, muscles** (5) according to an interesting screen comparing Didier Drogba in his Ivory Coast kit in *PES 2010*, to *PES 2011*, to a real-life photo. The team noticed the old shorts – which they called 'pants' (to our moronic jet-lagged amusement) – were too round, so kits now cling more authentically to player's muscles.

Details | What hardcore fans need to know...

Head to psm3mag.com for even more detail...

TACTICS MENU

- Players now appear as dots on a large pitch, and can be dragged and moved with the left stick into any position/formation, as easy as moving pieces on a chessboard.
- When you click on a first team player, the substitute dots on the left edge of the pitch glow to indicate they're viable alternatives.
- Player cards remain (but are slightly buried) as do the flexible tactics sliders.

FREEDOM TWEAKS

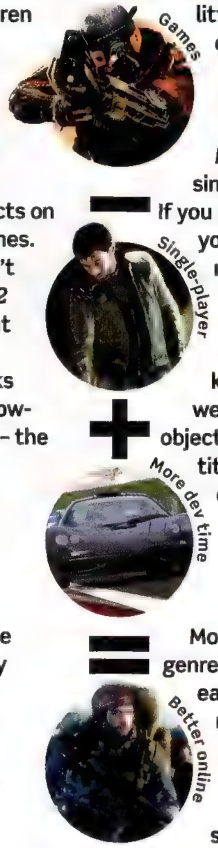
- Throw ins use one button (⊗) with a manual power bar, and feel less 'locked'.
- Keepers also use manual throw outs, allowing quicker, less predictable, restarts.
- The game has five speed settings, with '0' as default, ranging from '-2' (slow) to '+2' (quick). Head to the pause menu to alter it at any time. We thought '0' was fine, but '-1' may please passing purists.

MODES

- Online Master League details weren't revealed (we asked), and offline ML isn't due a major overhaul. Become A Legend mode, however, is... more to follow.
- Konami were cagey about the Edit mode, but did promise fans a 'nice surprise' they can't reveal yet.
- Reading between the lines, expect a *FIFA*-style tutorial movie(s). Good.

The Opinionator

"Multi-player games don't need to feature solo play"



It's 2010. If the doom-mongers are to be believed, plumes of volcanic death are destroying civilisation, and it's only a matter of time before our new, reptilian Prime Minister devours our children whole. The last thing we need to worry about is the multi-player focus of modern gaming, and its detrimental effects on single-player games.

But we do, don't we? *Lost Planet 2* is the most recent game to get everybody's backs up with its eyebrow-raising structure – the single-player campaign plays exactly like the online one, only with a trio of incapable AI morons taking the place of relatively sentient human beings. You even 'respawn' upon death. It's bound to suck in single-player.

On the flipside, however, you get a more fully featured co-op mode, specifically tailored to players with three like minded friends. This is an audience unlikely to dedicate serious time to the token single-player option, so why not eliminate it altogether? As long as the box makes it clear that there's no chance of playing alone, there's little reason to waste development time.

Ban solo

Have you finished *Bad Company 2*'s single-player mode? If you have, we're betting you spent much more time killing real people online. Where single and multi-player are kept separate we've no real objection, but many titles force you to endure their awful campaigns to unlock online equipment.

This is annoying. More than any other genre, shooters could easily get by as pure multi-player offerings – just like *MAG* has already done. Just as single-player games shouldn't have multi-player shoehorned in, developers shouldn't feel pressured to include token story modes in games clearly designed for multiple players. **Tom Sykes**

Myth-Buster

SEEN THIS?

Bungie are making the next *Call Of Duty*

THE TRUTH

Halo developer Bungie have recently signed a publishing deal with Activision. They'll keep the rights to their new game and have total creative control, but mega-publisher Activision will handle the sales and marketing side of things. Predictably, people instantly took this to mean that Bungie were helming the next *Call Of Duty* game – maybe as a response to the departure of key staff from *Modern Warfare* developer Infinity Ward. But that's not really the case: they're actually making a brand-new IP. Brian Jarrard, Bungie's community manager, officially silenced the rumours. "I can see why people would speculate that, but it's definitely not something that we're interested in at all, and there have been no discussions around that."

Thrill List

No hype. No filler. The top five new games we're *really* excited about

1 Vanquish

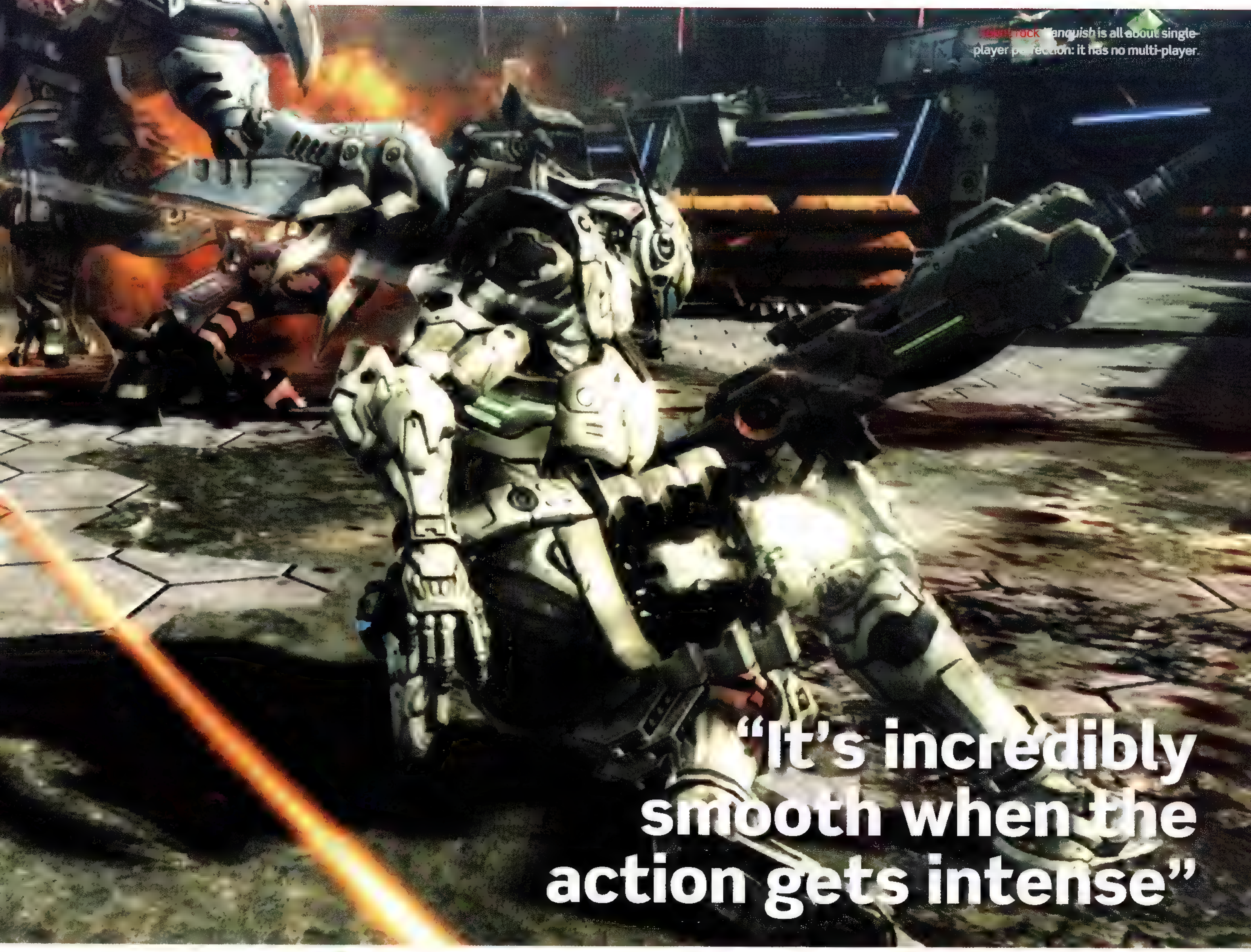
Mikami explains PS3 development

Shinji Mikami's next project could well revitalise shooters in the same way that *Resi 4* reanimated the shambling corpse of survival horror. We recently played it on PS3, which is the lead development platform. It was incredibly smooth, even when the action got super-intense. So, naturally, we asked Mikami how he'd managed to get such performance. "It was easy to say 'let's make these flashy, incredibly pitched battles', but when you try to execute the vision, you have to be efficient with the PS3's CPU." He continues "The only way to pull it off is through hard work and trial and error." Now you know.

Pub Sega | **Dev** Platinum Games | **ETA** October

Bloody beautiful This game uses PS3 as the lead development platform. Fact.

"Design your own deck and win it in real-life"
Skate 3 competition page 27



Hardrock *Vanquish* is all about single-player perfection: it has no multi-player.

"It's incredibly smooth when the action gets intense"

2 Crysis 2

A beauty and a beast

It takes a good few years for the higher-end of PC gaming to converge with consoles – usually, just in time for the new benchmark of graphical quality to be released. *Crysis 2* bucks that trend. Although PC gamers with their windmill-powered, quasi-sentient rigs will doubtless have the edge, the PS3 version won't be far behind. We've seen it in action, and it's absolutely stunning – perhaps slightly less open than the tropical original, but with a more iconic NY setting. The Nanosuit 2.0 (with its four distinctive modes) allows for creative and tactical play, and the new aliens seem a bit less rubbish than the ones in the first game.

Pub EA **| Dev** Crytek **| ETA** December

3 Test drive Unlimited 2

Ibiza + supercars = incredible gaming

Whether you want to customise the interior of a swanky apartment, manage an online club of 32 other racers, or chill in your virtual jacuzzi with a friend pretending to be a well-endowed blonde, *Test Drive* is going to satisfy. Oh, it's got cars too, 90 of them, the entire of Ibiza and Hawaii to drive around, and a handling model that promises more 'personality' for each machine. Almost *too* much.

Pub Namco Bandai **| Dev** Eden Studios **| ETA** Autumn

4 Medal of Honor

Tense and epic first Ranger mission revealed

The U.S. Rangers make their way through the narrow, twisting canyons of a 'wadi' (valley, basically) in Afghanistan. There's a real feeling of being overwhelmed as insurgents appear on ridges and in farmhouse windows, firing streams of bullets that you can see visibly streaking across the stark blue sky. At the end, the Rangers hear a mobile phone ringing in a farmhouse. They enter, and an improvised bomb explodes. The screen fades to black.

Pub EA **| Dev** EA LA/DICE
ETA October

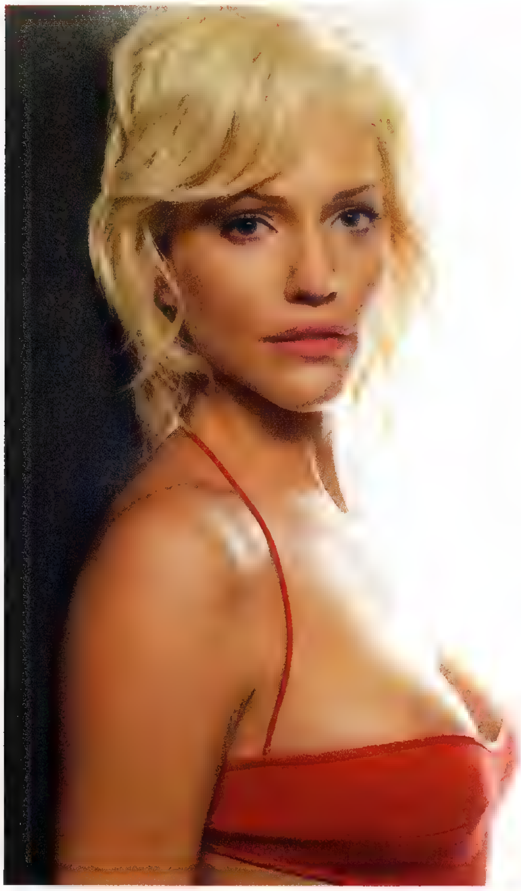
Test Drive Unlimited 2 and Medal of Honor
The ultimate car fantasy and a grittier, more real war.

5 Homefront

War in the US

Set to be huge at E3, we're backing this shooter because of the setting (Korea invades the US, and you fight as the resistance) the intense action, and the army versus army – so *Bad Company 2*, but more so – multi-player. Big feature next issue.

Pub THQ **| Dev** Kaos **| ETA** 2011



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Win every Battlestar Galactica

BATTLESTAR GALACTICA
THE PLAN

Win every episode of the best sci-fi show *of all time*

Okay, so some of our prizes force us to be generous with the truth, but *honestly*, this is the greatest thing we've ever given away – all 75 episodes of life-altering sci-fi series Battlestar Galactica on Blu-ray, plus the two feature-length spin-off films. BSG is a dark, stylish 're-imagining' of the orignal '70s TV series. It's both a grand sci-fi space opera with epic battles and slick effects, and a sharp, intelligent drama with an incredible ensemble cast.

To win, finish the following sentence. "The Cylons were created by..." Is it **A.** Man **B.** Milf or **C.** Aliens. To enter, text PSM3BSG followed by a space and your answer to 87474. So if your answer is 'Aliens', you'd text 'PSM3BSG C'. Texts cost £1 plus your standard network rate. You can also enter by visiting futurecomps.co.uk/psm3bsg

BATTLESTAR GALACTICA
THE FINAL SEASON
YOUR FUTURE BEGINS HERE

The Insider

He's the man who knows too much...

Ubisoft are organising a beta trial for **Assassin's Creed Brotherhood**. If you get access, you'll be able to try out the new online modes before the game comes out. Ubisoft's **Ghost Recon: Future Soldier** has been delayed until 2011. A job listing for EA's Visceral Games suggests **Dante's Inferno 2** is in the works. The job calls for an experienced environment artist to work on a 'bold new franchise', but also mentions that it's an 'existing action adventure' franchise, too. Sounds like Dante to us.

PSP2 is looking increasingly certain, after being pretty much confirmed by *Lost Planet 2*'s Jun Takeuchi in this very magazine. The new handheld is rumoured to have two cameras (one facing forward) and a touch screen, although will still retain the familiar button layout. Let's hope it has two analogue sticks, eh?

> "The new PSP may have two cameras"

Square Enix's **Kingdom Hearts: Birth By Sleep** will finally be released in the UK for PSP on September 10. **PixelJunk Shooter 2** is on its way, and the developers promise that it'll be a 'proper sequel', and not just an expansion of the original. Capcom have announced they won't be using Western developers to develop new IPs again, after the failure of GRIN's **Bionic Commando**, both critically and in terms of sales.

LittleBigPlanet 2 is having some backwards compatibility issues. While most of your old levels will work in the new game – and with updated graphics – some won't function correctly, according to Media Molecule. **Ys Seven**, the cult RPG, is coming to PSP after a parternship between Japanese companies XSEED and Nihon. Five more J-RPGs will follow. **Yakuza: Black Leopard** is currently in development for PSP. This spin-off features an all-new character, although an English translation is unconfirmed, and probably miles off – if it's happening at all. **Dragon Ball Raging Blast 2** is due for release on PS3 in Japan, and features over 90 fighters. All the previous DBZ games have made it to the UK, so this likely will too.

A new **Pac-Man** game has been teased by Namco Bandai, and is due for a big reveal at E3. It'll be the 'next evolution' of the classic series. **Tom Clancy's H.A.W.X. 2** is in development at Ubisoft for PS3.

To design your deck go HERE
tinyurl.com/psm3skatecompo
And click 'Launch graphics creator'

Design your own PSM3 deck and win it in real-life

Get arty in *Skate 3* and win big...

Skate 3's online creation tools let you make all manner of board designs, but rather than bodge it up ourselves, we're asking *you* to design the PSM3 team's official *Skate 3* logo. Better yet, EA will turn the winning design into a real-life board.

Go to tinyurl.com/psm3skatecompo and click 'Launch graphics creator'. You can make ANY design, as long as it features the word 'PSM3'.

When you've uploaded a design, email us your PSN name (Subject: Skate compo) so we can look at it on the *Skate* gallery. Or take an in-game image and e-mail it to psm3@futurenet.com.

Winners will receive a deck, a bunch of real-life skating gear, and a copy of *Skate 3*. Head to psm3mag.com to see some of the best user designs so far...

PSM3 subscriber covers

Loyal PSM3 readers reap art benefits

As well as getting every issue of PSM3 delivered directly to your door at a reduced price and a free gift (or two), there's now another incentive to subscribe to your favourite PlayStation 3 magazine: special, limited edition subscriber covers.

The month's is for *Assassin's Creed Brotherhood*, and features a brand new piece of artwork and no cover text. It's minimal, desirable (we hope) and, er, it stops our publisher having heart attacks when we design our cover to look like a Bauhaus art project with no 'sales hook'. Some folk are selling last month's *Crysis* subscriber cover for £10 on ebay already.

Flick to page 72 for all the details. Subscribe this month and you can get an absolutely killer Blu-ray pack for free: both Kill Bills and Sin City, as well as saving money and getting the stylish alternative cover.

THE PLAYSTATION 3 MAGAZINE
PSM3
ASSASSIN'S CREED BROTHERHOOD

Cover star That's your subscriber cover on the left. They're limited edition too. Don't miss out.

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Hideo Kojima on MGS: Peace Walker

Koj on why *Metal Gear* PSP is unlike any game he's ever created

When you just look at the visuals, it's not as amazing as a PS3 game," says Kojima of his 91%-scoring handheld epic, *Peace Walker*. "But you won't 'get it' until you play it. It's like no game before. It's part *MGS*, part *Monster Hunter* and part *Pokémon*, and it's even got a bit of *SimCity* to it."

Peace Walker tells the story of how Big Boss came to form Outer Heaven, and was released in Japan on April 28 to massive acclaim. "Nearly everything you can do with a portable system is in this game," he explains. "I can hardly even ponder over it all. We had to shift the release date as a result, otherwise we would never have had time to test it all. I've never experienced a game production like this before in my career."

The game is released in the UK on June 18 and, as you'll see from our review, it's one of the best games on PSP. "Until now *Metal Gear Solid* has always been about 'Tactical Espionage Action', but not in *Peace Walker*. Here it's about 'Tactical Espionage Operation' – there's that nuance of running and maintaining Big Boss' army while handling sneaking missions."

Kojima adds, "Some elements are experiments for the future, but I think the core design is as true as it's ever been." So don't be surprised if some of *Peace Walker*'s features turn up in Kojima's next 'proper' *Metal Gear* game: or even the forthcoming *MGS: Rising*.

Gears of war Big Boss faces off against one of his new mechanised enemies in *Peace Walker*.

Pub Konami | **Dev** Kojima Productions | **ETA** June

Launch | The massive Peace Walker marketing campaign

Koj toured Asia to celebrate the game's launch. Here are the highlights...

'The Peace Ladies'

"The peace ladies came to greet us at the airport." says Kojima on his Twitter feed. These flower-cradling lovelies were waiting as the team arrived at Hong Kong airport.

Super fans

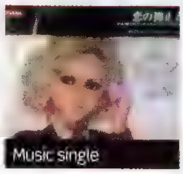
Also waiting were a gang of die-hard Hong Kong *MGS* fans. "They estimated my ETA by reading my tweets. Thanks!" said Koj, excitedly. He loves his fans, clearly.

Autographs

Kojima signs autographs at various game stores around Korea. "The Korean fans were fantastic! They were very welcoming and had a strong grip when we shook hands."

TV advert

Kojima was on the set for the Japanese Peace Walker TV commercial, too. "It's hilarious!" said Koj. And it is – view it here: bit.ly/aLMSOK

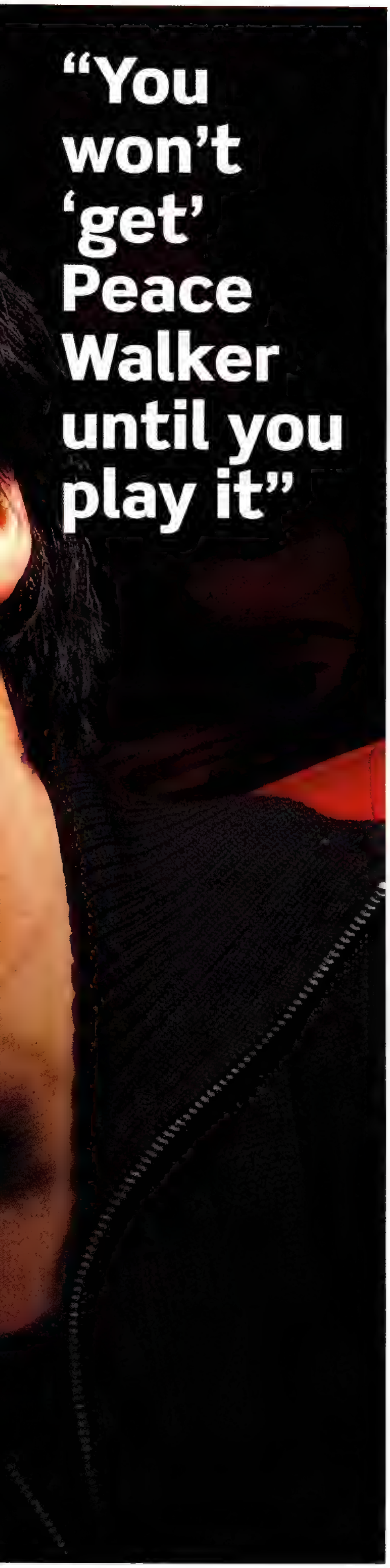


Music single

A J-pop song was released, sung by Paz, the doe-eyed heroine of *Peace Walker*. There was also an alternate Snake cover for anyone too embarrassed to be seen buying this one.

Big boss This is one of Kojima's most ambitious *Metal Gears* to date.

"Killzone 3 is likely to make an appearance"
E3 predictions page 30


"You won't 'get' Peace Walker until you play it"

Why you need to listen to the PSM3 podcast

Hours of insightful, revealing, funny (well, sometimes) games chat: all for free

The PSM3 podcast is 27 episodes old, and we already have a big following of dedicated listeners. But we want more! There are thousands more of you buying the magazine every month than we have listeners. So why aren't you tuning in?

Every month we gather in the recording studio and spend two hours trawling through the latest news, debating the hottest issues and revealing candid info on games we've seen or played, months before you will. And sometimes we reveal a little too much and upset the publishers, but that's a risk we're willing to take. Er, within reason.

Every episode to date can be downloaded from our archive page. Just point your browser to **tinyurl.com/psm3podcastarchive**. And to make sure you never miss an episode, **subscribe on iTunes**. Just search for 'PSM3 podcast' and you'll find us.

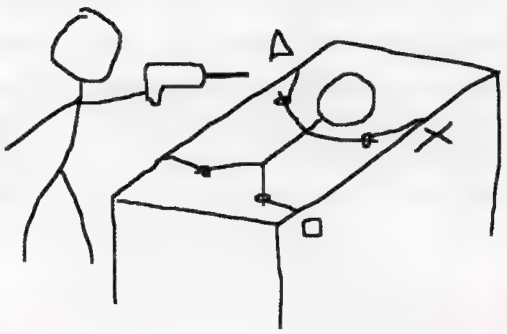
There's also the option to directly download an mp3, which we'll post on the blog (psm3mag.com) as well as our Twitter (@psm3_magazine). So what are you waiting for? Get involved in the podcast, and indulge in our 'witty' banter, 'authentic' impressions of celebrities and amazing pun intros, courtesy of Dan. And if you want to take part, send your questions to psm3@futurenet.com.

9:42 AM
PSM3 Podcast

Stick man challenge

Can you guess what game this is?

It returns! Your favourite feature is back. Face it: you only bought the last ten issues in the hope Stick Man Challenge might return. And now you're in luck. So, this month, then. Can you guess? Of course you can. Mail your answer to psm3@futurenet.com and win absolutely nothing, besides some very faint praise from the PSM3 team. And feel free to submit your own. Your master work will appear in a future issue(!)

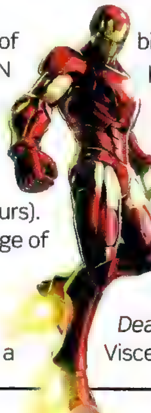


E3 hasn't happened yet, but we know what games will be there...

The key announcements due at E3, the world's biggest games show

Likely

Big games that are almost certain to appear



Sony's **Killzone 3** is certain, as recently confirmed by Sony US boss Jack Tretton – we've long tipped it to be in 3D, with, no doubt, some less murky locations. What else can we expect from Sony? Our bet is **InFamous 2**, some welcome additions to **Gran Turismo 5**, potentially the long rumoured *Warhawk* sequel, **Starhawk**, a raft of so-so PS Move games, and details of the premium, paid-for, PSN service like Xbox Live (£50 ish a year, with free PSN game per month, plus Spotify-style music streaming service, say rumours). Expect first in-game footage of **Marvel vs. Capcom 3**, Epic's **Bulletstorm** playable for the first time, Activision to make a big deal of **Call Of Duty: Black Ops** plus new James Bond game **007 Bloodstone** by *Project Gotham Racing* and *The Club* devs Bizarre Creations. THQ will push FPS **Homefront** hard, plus a new **Red Faction.** Oh, and look for a new **Need For Speed** by *Burnout* devs Criterion, plus **FIFA 11** and new **Jack The Ripper** game from *Dead Space* and *Dante's* developers Visceral. You heard it here first.

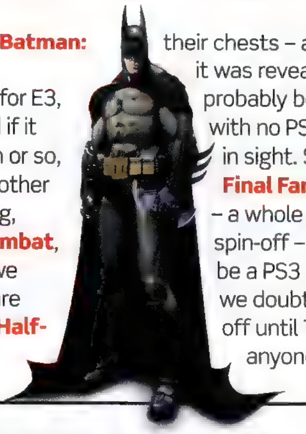
Maybe

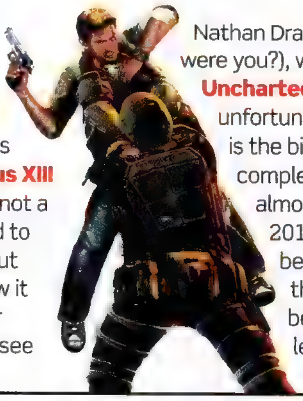
Games that may possibly make an appearance

Expect *something* on **Metal Gear Solid: Rising**, but we hear Kojima is only in LA for one day. Rockstar's **L.A. Noire** and **Max Payne 3** are certain, but we're backing PS3-exclusive **Agent** to make a big splash at Sony's pre-E3 conference. Less likely, is **Grand Theft Auto V** but don't rule out a logo and formal confirmation with scant details, like last year's *Agent* annoucement. Insomniac have been keeping quiet, and we suspect **Resistance 3** is further away from release than people hope. Capcom are rumoured to have one 'bombshell' surprise, which *may* be the – or so it's rumoured – Ninja Theory produced **Devil May Cry 5**. Hmmm. Sega will resurrect horror shooter **Aliens: Colonial Marines** by Gearbox, who crafted the innovative *Borderlands*. Ubisoft will have a new **Driver** game, possibly confirm **Splinter Cell: Conviction** for PS3 and show more on the delayed **I am Alive. Assassin's Creed Brotherhood** is a cert. Music titles like **DJ Hero 2**, **Rock Band 3** and **Guitar Hero 6** are probable. Square Enix are tipped to debut **Hitman 5** and Konami should have a new **Silent Hill**, with odder rumours claiming it'll be an FPS. Let's hope that's not the case eh?

Unlikely

And the ones we doubt will show up at all





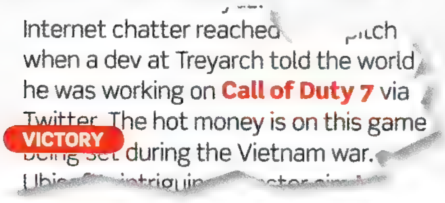
Bruce Wayne's return in **Batman: Arkham Asylum 2** is theoretically a shoe-in for E3, but we wouldn't be surprised if it was staggered back a month or so, since publisher Warner have other big announcements, including, potentially, a new **Mortal Kombat**, plus another big new game we can't talk about here. Valve are still keeping the anticipated **Half-Life 2: Episode 3** close to their chests – and even if it was revealed, it'd probably be on PC with no PS3 release in sight. Square Enix's **Final Fantasy Versus XIII** – a whole new game, not a spin-off – is rumoured to be a PS3 exclusive, but we doubt they'll show it off until TGS. And for anyone hoping to see Nathan Drake's next adventure (er, were you?), we're betting on no **Uncharted 3** at this year's E3, unfortunately. **The Last Guardian** is the biggest mystery, having completely slipped from view. It's almost certainly not out until 2011, perhaps 2012, but being insanely optimistic, the silence *might* be because of last year's leaked footage.

The PSM3 Wrong Righter

Squirting the lemon-fresh scent of truth over past issues

COD: BLACK OPS' SETTING ☑ RIGHT

Almost a year ago in issue 115 we revealed that Treyarch were working on what was then known as *Call Of Duty 7*, and that 'the smart money's on it being set during the Vietnam war'. And, lo and behold, it is.

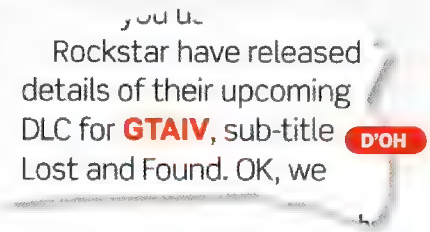


Internet chatter reached [illegible] pitch when a dev at Treyarch told the world he was working on **Call of Duty 7** via Twitter. The hot money is on this game being set during the Vietnam war.

VICTORY

GTA IV DLC ERROR ☒ WRONG

In January 2009, in issue 109, we correctly revealed that the first piece of *GTA IV* DLC would focus on biker Johnny Klebitz. However, we said it would be called 'Lost And Found', not *The Lost And Damned*.

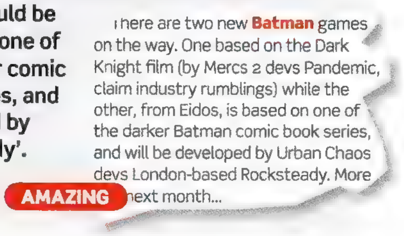


Rockstar have released details of their upcoming DLC for **GTAIV**, sub-title Lost and Found. OK, we

D'OH

BATMAN PREDICTION ☑ RIGHT

Waaaay back in October 2008 (issue 105), we said in The Insider, 'There's a new Batman game on the way from Eidos' and that it would be 'based on one of the darker comic book series, and developed by Rocksteady'. Bam!



There are two new **Batman** games on the way. One based on the Dark Knight film (by Mercs 2 devs Pandemic, claim industry rumblings) while the other, from Eidos, is based on one of the darker Batman comic book series, and will be developed by Urban Chaos devs London-based Rocksteady. More next month...

AMAZING

"Kill enemies in stylish ways for points"
Bulletstorm page 32

PSM3

BIG GAMES SURVEY 2010

Help shape the future of PSM3 and win a HD LCD TV worth £1,500 and £300 worth of shopping vouchers for a store of your choice!*

Online Reader Survey

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WIN! An HD LCD TV worth £1,500

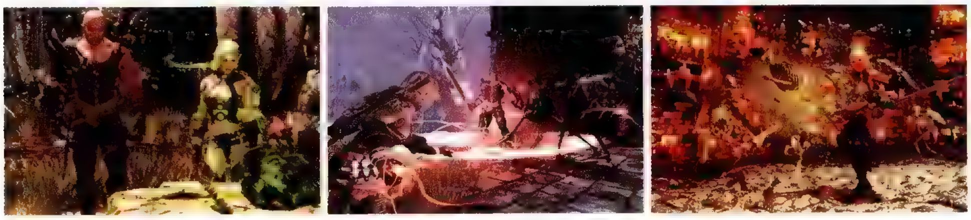
Here's another chance for you to help shape the future of PSM3 by telling us what you think about the magazine and how we do things. Take part and you could win a stunning HD TV worth £1,500 and £300 worth of shopping vouchers for a store of your choice*.

Two runners-up will get £100 of shopping vouchers each. If you completed the last survey and fill this one in too, your chances of winning the TV will increase since you'll be entered again. You've got to be in it to win it, so get involved.

For survey prize draw terms and conditions please refer to: *survey.futurenet.com/prizedrawtandcs2010*
Note – all prize draws are open to all ages; this survey and the both prize draws close on 16 July 2010. *The list of stores is available at www.voucherexpress.co.uk. This survey is last in a series of four surveys to be entered into the grand prize draw for the TV, which is limited to one entry per survey and four entries per household prior to the closing date.

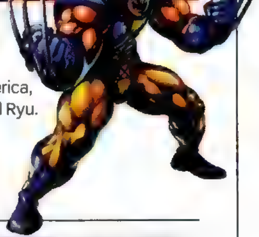
Off-radar games you don't love yet... but will

Revealed: tomorrow's potential classics. Today



PS3 **Hunted: The Demon's Forge** Old school dungeon crawling

Details Pub Bethesda | **Dev** inXile | **Genre** Action
Lowdown This harks back to RPGs of yore, with a high fantasy setting and a focus on exploring monster-filled dungeons – with a co-op twist. In simple terms, it's the 'fantasy *Gears Of War*'. One player is burly, sword-wielding warrior Caddoc, and the other is nimble bow-equipped lady elf E'lara, and you both work together to solve puzzles. Combat is satisfyingly brutal and arcade-like, with a cover system to avoid projectile-hurling foes. The developers' mantra is 'making games smart again', which is reflected in the well-designed puzzles.
ETA TBC 2011

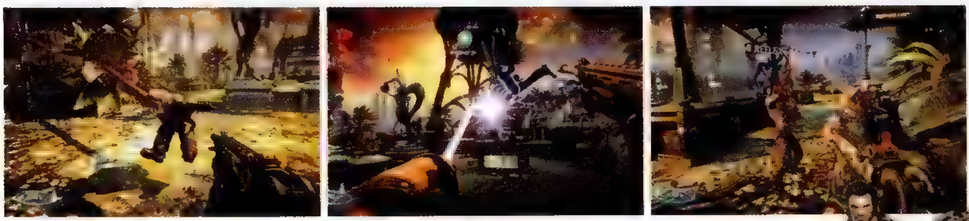


PS3 **Marvel vs. Capcom 3** Comic and game heroes collide

Details Pub Capcom | **Dev** Capcom | **Genre** Fighting
Lowdown Confirmed characters for this anticipated sequel are as follows: Chris Redfield, Captain America, Deadpool, Dante, The Incredible Hulk, Felicia and Morrigan (from *Darkstalkers*), Iron Man, Wolverine and Ryu. The idea of Chris Redfield taking on the Hulk is reason enough to be excited about this, but it's also guaranteed to be a top-drawer scrapper, with *Street Fighter IV* producer Ryota Niitsuma helming the project. There are rumours *Resi*'s Tyrant will appear, as well as all of the Fantastic Four.
ETA Spring 2011

PS3 **Arcania: Gothic 4** A sweeping RPG epic

Details Pub Tradewest | **Dev** Spellbound | **Genre** RPG
Lowdown This is an *Oblivion* style role-player featuring a massive world full of NPCs with their own lives and daily routines. It takes place on an enormous island, with a rich variety of terrain and plenty of glorious vistas to oogle as you slice and dice your way through hordes of classic fantasy monsters. You can fight your way through the game's hundreds of missions, or use your smarts to talk yourself out of danger. The series has been going strong on PC for years, but this is *Arcania*'s first console outing.
ETA September 2010



PS3 **Bulletstorm** Big, dumb, brilliant

Details Pub EA | **Dev** PeopleCanFly | **Genre** Shooter
Lowdown From Epic and PC developer People Can Fly, this is an FPS with a difference. As you blast through waves of enemies, you're given points for stylish kills. Maybe you kick a guy into a giant cactus then blow his head off as he tries to wriggle free from the spines, or shoot him in the nuts, then kick him down some stairs. It's gory, but in a brilliantly comic way, and looks beautiful too.
ETA TBC 2011

The Optimist

Don't worry. Be happy

"EA's new Online Pass system? Truly wonderful!"

EA Sports boss Peter Moore has revealed his revolutionary new Online Pass system to the world, and I'm giddy with excitement and uncontrollable joy. From now on, to play any EA game online, you'll need a special access code. People who buy the game new will get one free, but anyone that – gasp! – buys their games pre-owned will have to *buy* an Online Pass from the PlayStation Store.

What an awesome idea, Pete! These bloody people, with their money-saving. These paupers, unable to afford a brand new full-price game every time EA decide to release yet another sports game roster update. We don't want their kind littering our online servers.

What a load

Same goes for EA's new DLC 'gates'. You can only access downloadable content if you have a 'VIP' access code, which you get free if you buy the game from a shop new, but once again, have to purchase for £10 if you got it pre-owned.

Frankly, these people don't deserve access to this exciting new content. They're destroying the games industry, just like home taping *devastated* the music industry in the '80s. Yeah, that's definitely what happened. I remember.

In a perfect world, games would be fitted with sensors that detect when they're being put on sale in the pre-owned section, then dissolve into a puddle of sticky disc-coloured goo. Can someone come up with this technology? EA?

EMAIL PSM3 @
What do you think of pre-owned restrictions?
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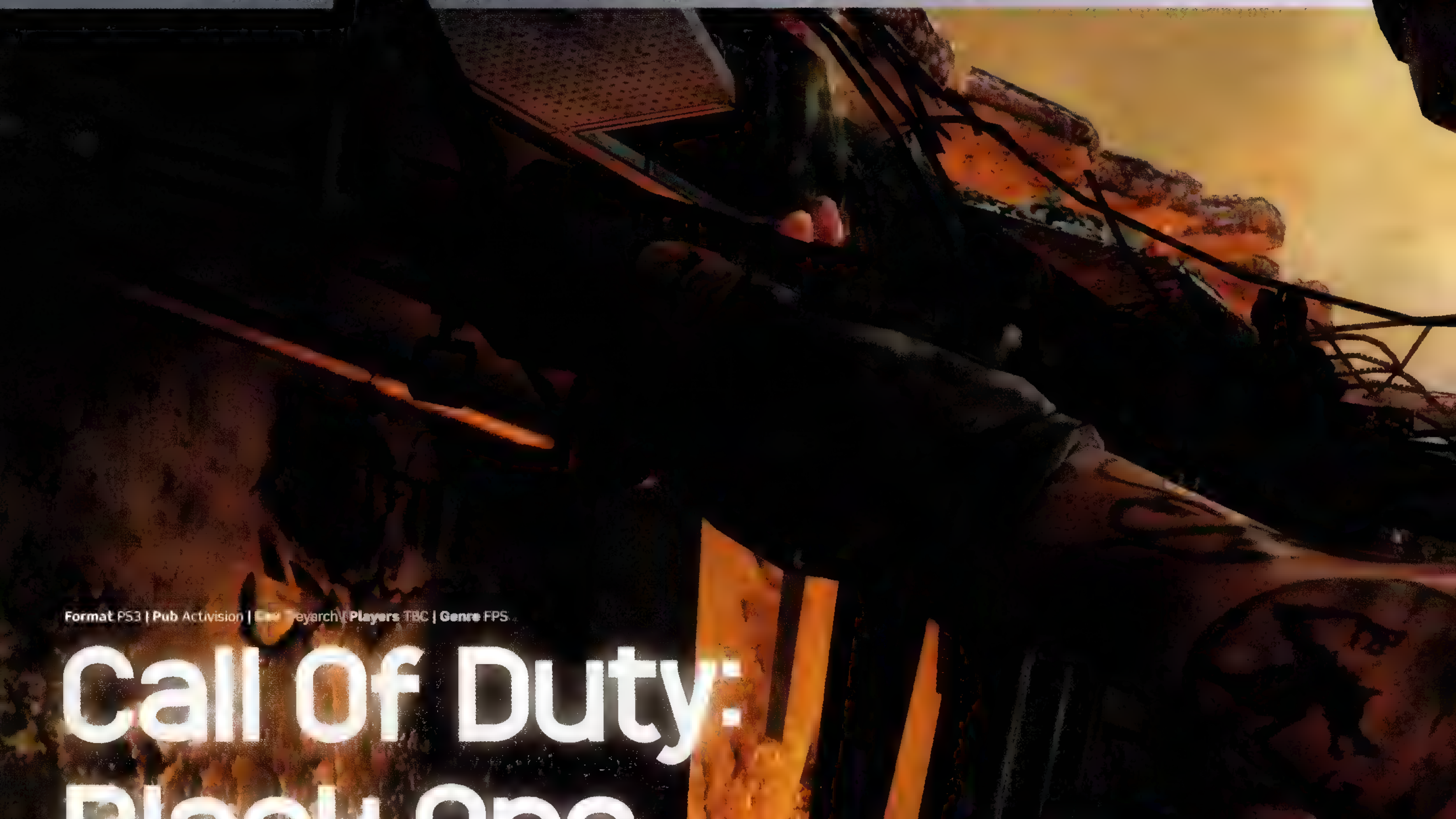
Previews

The big games, the toughest playtests

HIGHLIGHTS
Getting creative with LBP2
Dead Space 2 [illegible]
[illegible]



Format PS3 | **Pub** Activision | **Dev** Treyarch | **Players** TBC | **Genre** FPS

Call Of Duty: Black Ops

'Nam, co-op and choppers make for the most explosive *COD* yet

Mark [illegible]

Black Ops is Treyarch's *Modern Warfare*. A major break away from the WW2 sub-genre towards something fresh. In all but name it's a new IP – new settings (the Alaskan Tundra, the Vietnamese jungle), new time period (the late '60s), new weapons, and a host of fresh, well-implemented gameplay mechanics. The only common link is a game engine that's more machine than man, heavily modified in order to best create *Black Ops*' startling new universe.

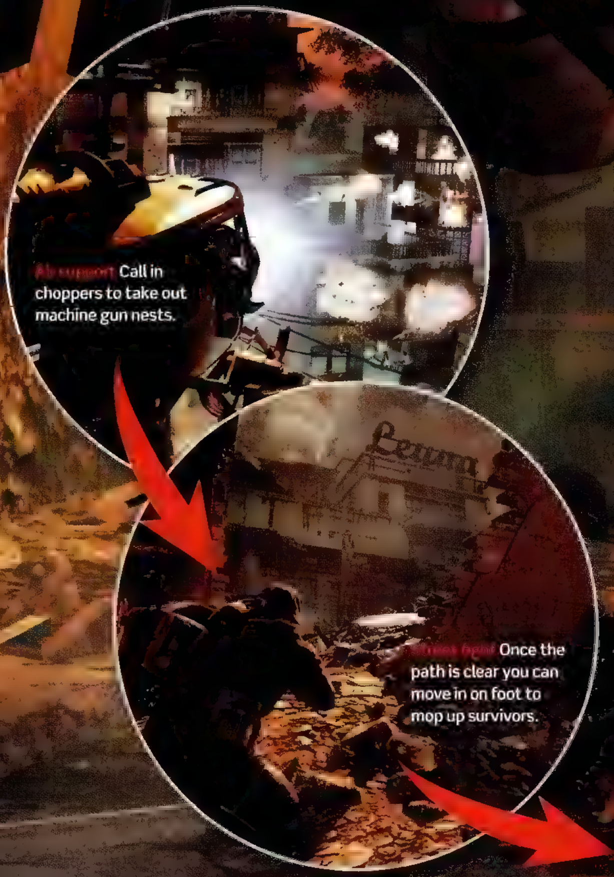
And the focus of this new universe is the SOG (Studies and Observation Group), a highly trained group of soldiers cherry-picked for the task of waging secretive, highly classified, anti-Commie skirmishes that underpinned the cold war during the '60s and '70s.

"The SOG were the godfathers of tactical recon infiltration," claims design director Adam Gascoine, summarising them perfectly. "These guys were the original badasses."

"First of all, the SOG were incredibly smart, very intelligent," he explains. "They were trained to communicate with people, to work on their charisma, to influence indigenous soldiers. The training they had to go through to become an SOG was extraordinary. They were in control – they determined what would happen.

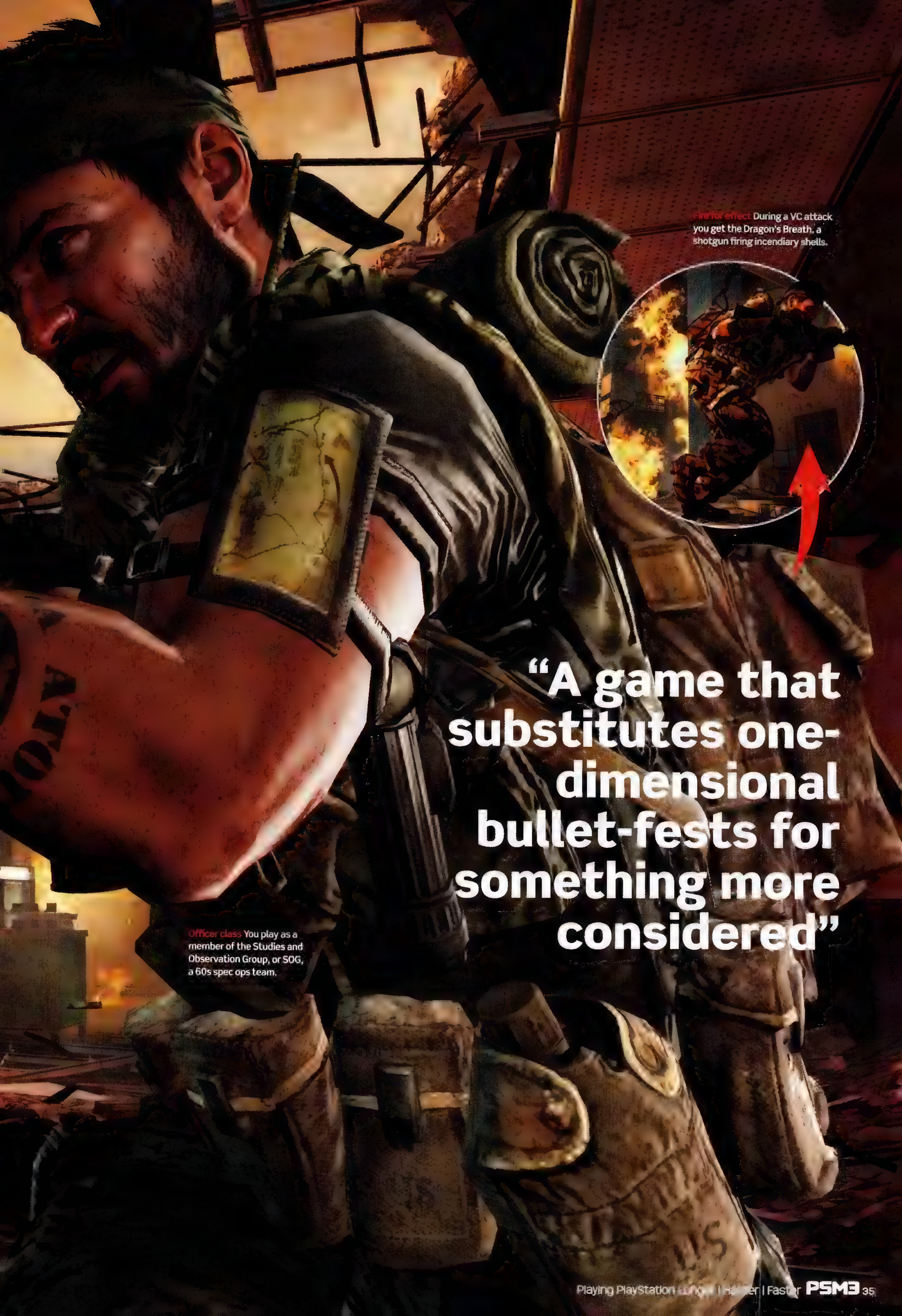
"And in addition to being really smart, incredible super-soldiers, they were also utterly insane."

Later missions highlight this insanity, but the first is far more subdued and deliberate. Infiltrating a Russian base in the Arctic Tundra, it's a mission that



Air support Call in choppers to take out machine gun nests.

Street fight Once the path is clear you can move in on foot to mop up survivors.



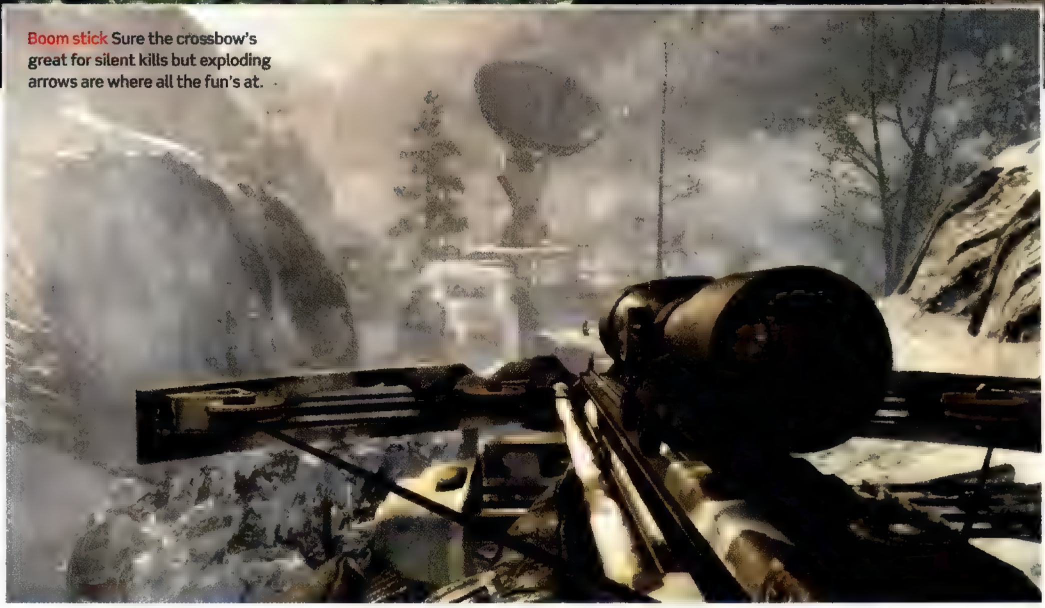
Fire for effect During a VC attack you get the Dragon's Breath, a shotgun firing incendiary shells.

> **"A game that substitutes one-dimensional bullet-fests for something more considered"**

Officer class You play as a member of the Studies and Observation Group, or SOG, a 60s spec ops team.

Jungle boogie The VC might be untrained warriors but they're still tough fighters.

> "A tapestry of gunpowder, well-scripted mission design and chaos"



Boom stick Sure the crossbow's great for silent kills but exploding arrows are where all the fun's at.

calls for stealth – a level designed to showcase new weaponry and new mechanics. Rappelling is the mechanic in question, and our man uses triggers to lower and brake down the sharp cliff face. It's simple and well implemented – and it looks fantastic.

Once in position he whips out a highly modified crossbow with explosive ammunition. If you've ever seen Rambo II, you'll know precisely what we're talking about here – Sly took down a chopper with something remarkably similar. An arrow is fired. It misses and explodes, alerting the enemy to our presence. Immediately shit goes FUBAR. Another arrow is loaded and fired. This time it sticks – to an enemy soldier. Two short seconds later it explodes, blasting the grunt, and four of his unfortunate colleagues in the periphery, into oblivion.

Slaughterhouse

"This next mission is set in Vietnam," begins Mark Lamia, a chatterbox history buff who also happens to be Treyarch's studio head. "It's all-out destruction, all-out war."

Lamia elaborates: "Your job is to go into the middle of Hue, a city that has been utterly torn apart, and recover vital information – to help link the dots, find out where the Soviets are, and what they're in Vietnam for. This mission is called Slaughterhouse."

The name is grimly appropriate. Slaughterhouse is a tightly woven tapestry of gunpowder, well-scripted mission design and absolute chaos, held together with a level of visual fidelity that blitzes anything seen in the *Call Of Duty* franchise to date.

The pace is relentless, beginning with an aerial insertion into a crumbling hotel, before expanding into full scale warfare punctuated by a barrage of chopper fire which you, via radio, actually control. It's utterly frenetic, a well-paced mixture of funnelled corridor battles and open-ended combat. It's confirmation we're finally getting the *Call Of Duty* Vietnam game fans have been clamouring for – a game that substitutes one-dimensional bullet-fests for something far more considered. A game that works on different levels of tension, that's driven by terrific pacing and level design.

"We've always done good stories at Treyarch," says Gascoine, "but this

Team deathmatch You'll be in a squad most of the time. Including a return for *World At War*'s Reznov.

DON'T GO IT ALONE

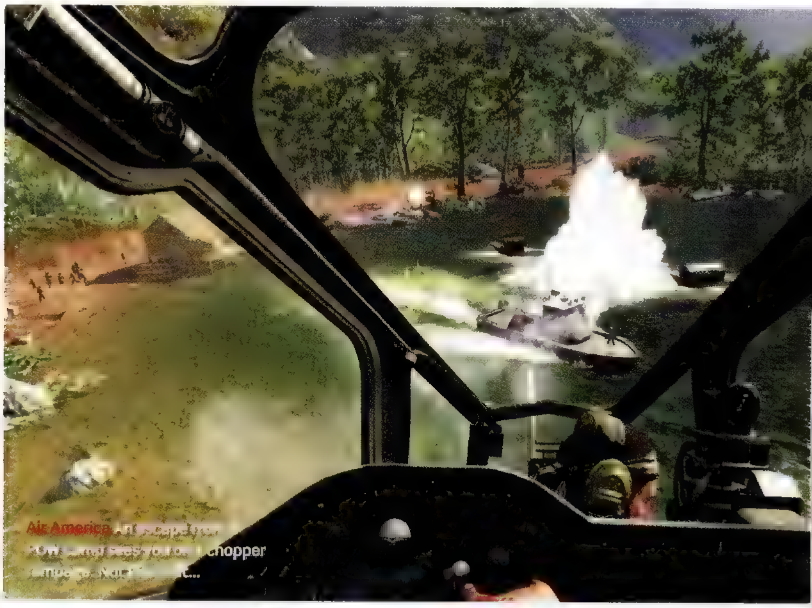
And what about the multi-player?

Four-man co-op is confirmed, and here's what else you can expect

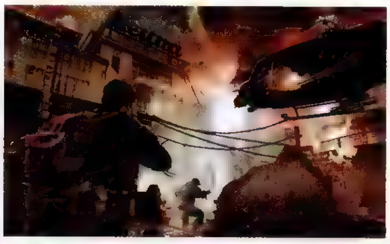
All about you According to multi-player design lead Dan Bunting, "We want the player to think this is his game; an extension of himself. There's a lot of customisation."

They're listening "We've tried to improve on competitive multi-player, through the feedback on forums on what people like and what frustrates them," says Dan.

Getting social "We've got about half our multi-player team working on social features," Dan reveals. "We can't talk about the things we're working on, but I wish we could." Intriguing...



Air America An escape from POW camp sees you on a chopper rampage. Not [illegible]...



Old school The setting might seem like it was ages ago but the guns and and action feel modern enough.

Nice ice The overhauled game engine looks far superior to *Modern Warfare 2*.

time we really wanted to raise the bar, to make sure we had a really compelling story."

"And what a great era," interjects Lamia. "It's filled with mystery, with the CIA and top-level secrecy – talk about a great source for stories and characters."

Victor Charlie

The next level we're shown is Victor Charlie. While the tundra mission exemplified stealth and innovation within the *Call Of Duty* template, and Slaughterhouse showcased balls-to-the-wall ballistics, Victor Charlie displays how well Treyarch have managed to combine the two. The ebb and flow is near perfect. It begins with slow-build tension as the SOG infiltrate a Vietcong jungle stronghold. Tightly guided stealth tactics are peppered with cinematic set-pieces. Your partner slits throats like Blackbeard on Red Bull, while you sneak behind enemy lines via the river that flows below Vietcong huts.

But then you stumble across the powerful gun turrets stuffed inside this jungle base, and once again it all kicks off.

The solution? The M202 Rocket Launcher – a weapon that could flatten Manhattan. Simply seeing this baby being fired feels satisfying – the explosion is barely sub-nuclear. The gun turret is dismantled instantly and smoke drifts everywhere. It's a real showcase for Treyarch's smart modifications to the *Modern Warfare* engine. Taking out the gun turret allows us to bring in the chopper to rain hellfire down on our enemies. Of all the missions we saw during our time at Treyarch, Victor Charlie is the most cohesive and well-rounded.

You get the sense that the entire dev team innately comprehends what *Call Of Duty: Black Ops* is. It's a chance to define their legacy, to create something that is theirs alone, to prove themselves as top tier developers, and not just 'the people who make the OK games in between *Modern Warfares*'. It's a challenge that the entire dev team at Treyarch have embraced wholeheartedly. And from this early look at the game, we can tell it'll make for some incredible shooting.

PSM3 Reckons

A big step up from *World At War* thanks to the fresh setting and the incredible set-pieces. Classic *Call Of Duty*.

ETA
NOV

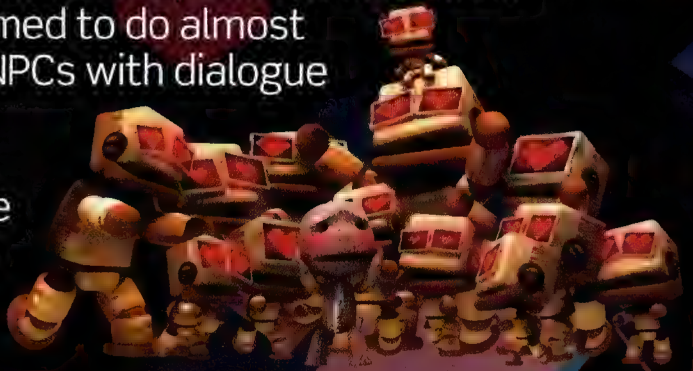
LittleBigPlanet 2

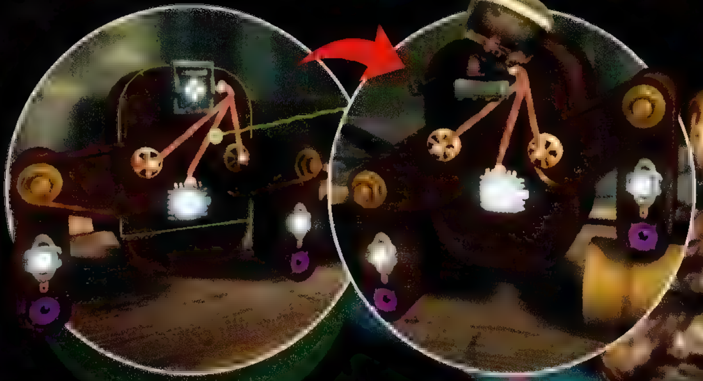
Not just a platform game, but a platform *for* games

Andy Kelly

1 Sackbots

You could create enemies in the first game, but they were dumb, whirring automatons. In *LBP2*, these blank-faced Sackbots can be programmed to do almost anything. You can create NPCs with dialogue and unique behaviour or genuinely challenging enemies. You can decorate them, or scale them up to screen-hogging sizes.





2 Direct control

With this you can assign every button on your pad to the different functions of an object you've created. A vehicle, say. You could use ⊗ to accelerate, ⊚ to fire a gun and Ⓐ to honk your horn. But that is the absolute simplest example: this insanely flexible tool lets you make entire *games* with their own unique control schemes.

3 Cinematics

Telling stories with your levels is now much easier thanks to the new cinematics editor. You can program complex camera movements, create set-pieces to occur, and even record voice acting by speaking into the PS Eye.

4 Sharing

One of the biggest problems in *LBP* was that after hours of toil, nobody would play your levels. That's all been fixed with a smart new sharing system. Every user has a Twitter-style 'feed' where they can see what their PSN friends have been playing and creating, and you also get your own personalised page that can be both viewed online and in-game.

The grapple's used for puzzles

And co-op mischief...

5 Grappling

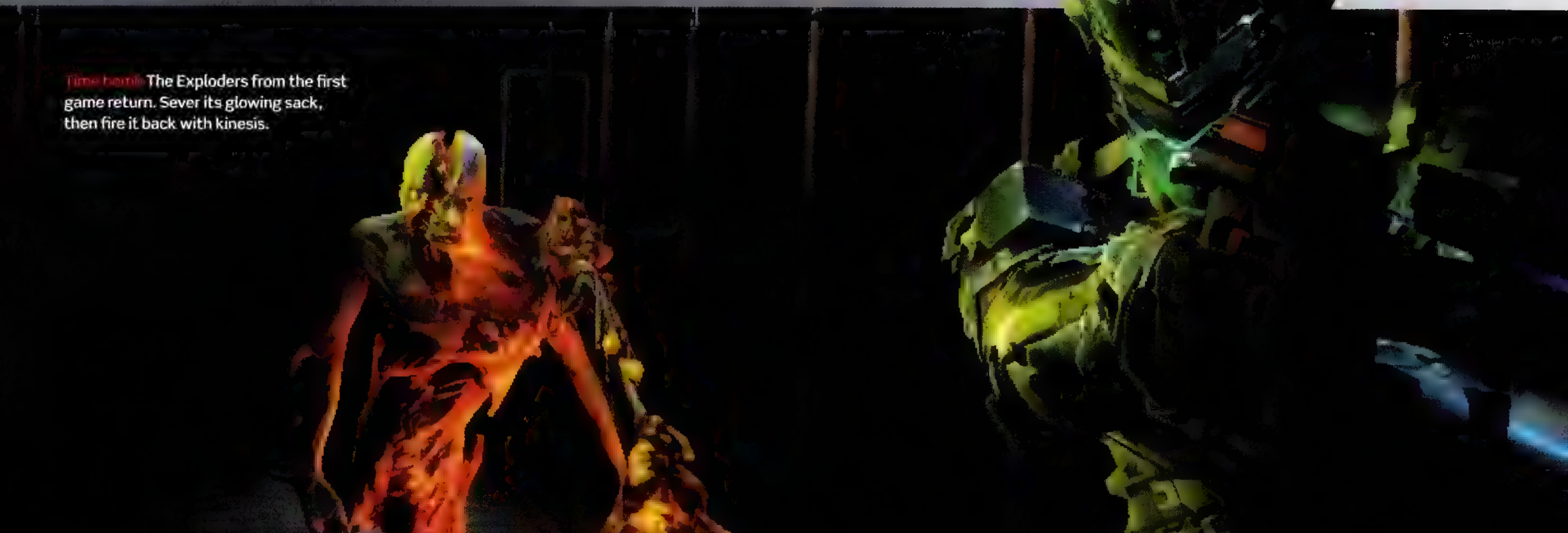
This lets you attach yourself to objects and swing around. It was put to clever use in the single-player levels we've seen, with Sackboy navigating trap-filled rooms and grappling moving objects. This and the Paintinator gun broaden *LBP*'s gaming scope considerably.

PSM3 Reckons

The kind of game that defines PS3. New features are overwhelming, and the scope is genuinely limitless.

ETA
WINTER 2010

Format PS3
Pub EA | **Dev** Visceral Games
Players TBC | **Genre** Horror



Time bomb The Exploders from the first game return. Sever its glowing sack, then fire it back with kinesis.

Baby got back A new enemy, The Crawlers, act like mobile bombs. They swarm on Isaac in groups.

lasers | gore | atmosphere | horror | religion

PSM3
Interview
New insight from
Executive Producer

Dead Space 2

Steve Papoutsis, Executive Producer on *Dead Space 2*, chats exclusively to PSM3...

PSM3: Why do you think the first *Dead Space* was so successful?
I think the original received such acclaim because it was unique; a survival horror game set in a sci-fi world. And the visual quality and strategic dismemberment were fresh advancements for this generation.

PSM3: Isaac was a muted 'empty vessel' protagonist. Why did you flesh him out in the sequel?
Anybody who has been through a horrific adventure like Isaac is going to have a few things to say. He's going to be more assertive because <spoiler> he's the only one who survived the previous outbreak <spoiler end>. But we also felt that his voice would allow us to tell the story in a new way.

PSM3: You could say that Isaac is an average-looking guy. Was that an intentional design decision?
We wanted to tap into the 'everyman' element; not make a typical space marine but focus on realism like everything in *Dead Space*. Our motto is 'real space, real terror' and that goes right down to Isaac's character.

PSM3: How is the The Sprawl different to the Ishimura?
There'll be a lot of variety in the locations this time. We'll try to use a new and exciting area in every chapter, and The Sprawl being a giant space city allows us to do that in a way the Ishimura didn't.

PSM3: Is *Dead Space 2* more action-oriented than the original?
We've spent time refining the controls to make *Dead Space 2* feel more responsive, make players feel more in control of Isaac and make things more fluid. We want people to use strategy, though – we're not making a run 'n' gun game or moving away from the original's horror, tension or atmosphere.

PSM3: Many thought *DS* stole *Resident Evil 5*'s thunder, released around the same time. Do you see *Dead Space 2* in the same vein?
People like to draw comparisons, but I think we created our own brand of terror. *Dead Space* is a horror game with survival elements, but we're certainly not going to go the way of *Resident Evil*.

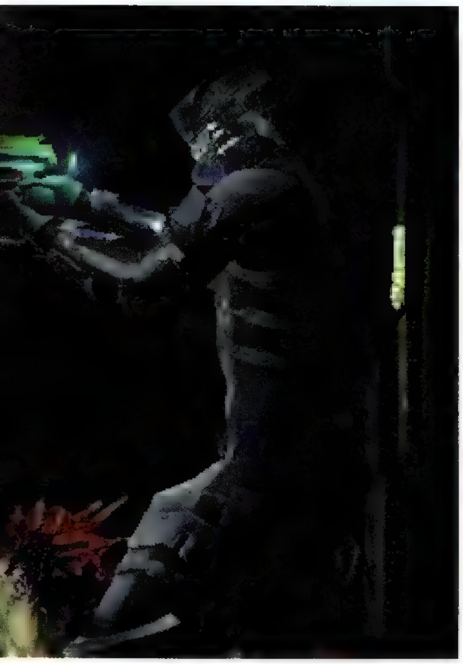
Steve worked on the first *Dead Space* with Visceral Games.

PSM3: Do you have an arching plan for the canon or are you playing it by ear?
We have this big wheel that we spin and it lands on things to put in the game [laughs]. We certainly have a gigantic timeline and a canon which we pool from. We work as a team to make our brand of sci-fi believable, gritty and realistic and we have a lot of ideas left.

PSM3: How will the environments play a part in the gameplay?
Environment interaction will be much more important in *Dead Space 2*. When you break something, a jagged object might appear. You might pick it up with kinesis and fire it back at enemies to pin them to walls. Or you could shoot out a window to create a vacuum, pulling a horde of approaching necromorphs into space with your last shot. The improved interactivity feeds directly into the combat.

PSM3: What inspired Unitology in the storyline, and do the *Dead Space* games make any statements about organised religion?
We concocted Unitology because religion plays into the events of society, so it added another believable element to the canon; not necessarily to draw any direct comparisons. We appreciate it when fans get into the story and try to interpret it – we love that interaction and encourage people to ask questions on Facebook or our website. We want to connect with the people who've supported us.

Suited and booted This is the Advanced Suit, but there will be many more in the game, all with different looks.



PSM3 Reckons

A more varied setting, new enemies and a character with a personality, who actually speaks. This'll be fantastic.

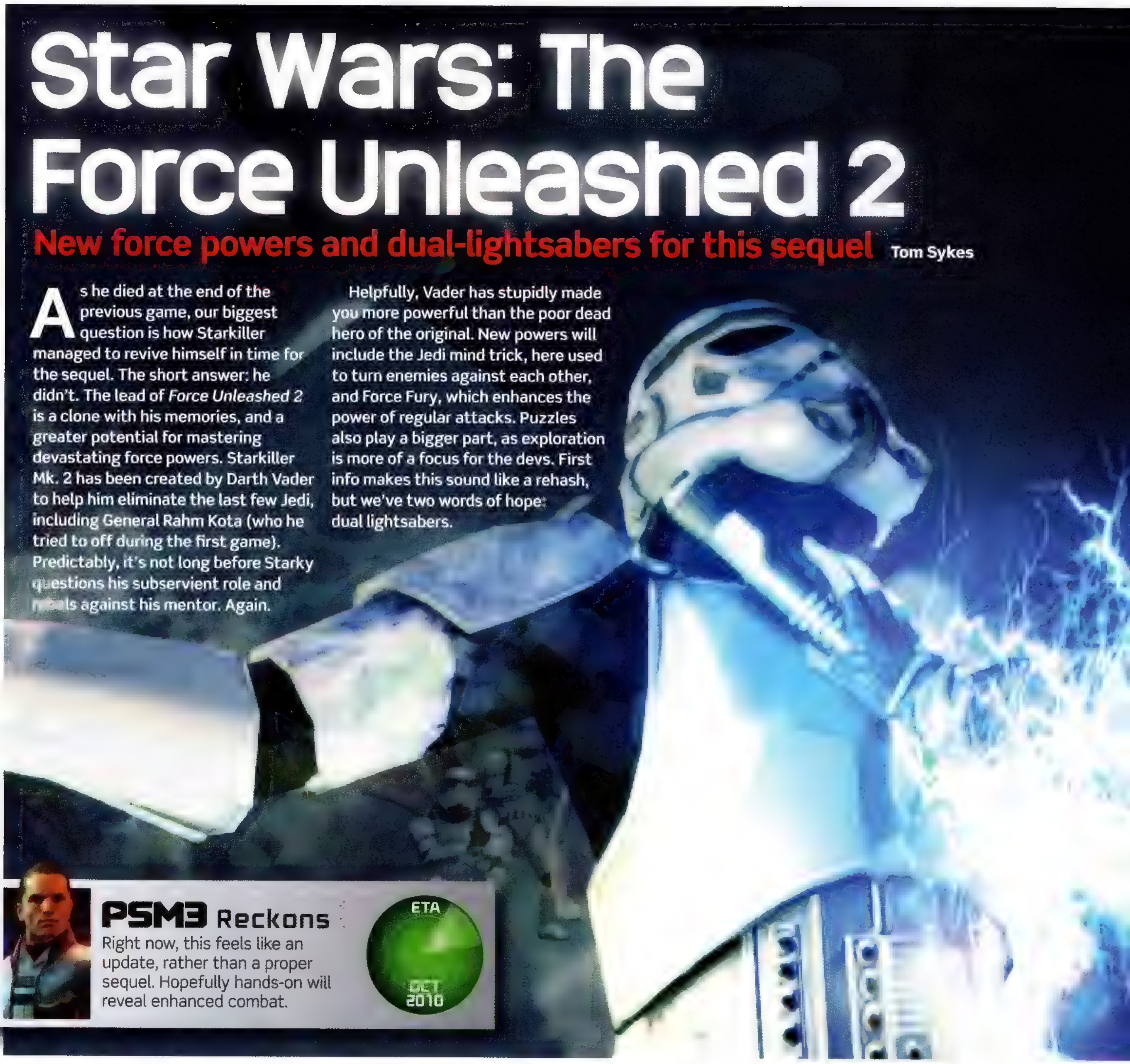
ETA
TBC 2011

Format PS3
Pub Activision | **Dev** LucasArts
Players 1 | **Genre** Action

Star Wars: The Force Unleashed 2

New force powers and dual-lightsabers for this sequel

Tom Sykes



As he died at the end of the previous game, our biggest question is how Starkiller managed to revive himself in time for the sequel. The short answer: he didn't. The lead of *Force Unleashed 2* is a clone with his memories, and a greater potential for mastering devastating force powers. Starkiller Mk. 2 has been created by Darth Vader to help him eliminate the last few Jedi, including General Rahm Kota (who he tried to off during the first game). Predictably, it's not long before Starky questions his subservient role and rebels against his mentor. Again.

Helpfully, Vader has stupidly made you more powerful than the poor dead hero of the original. New powers will include the Jedi mind trick, here used to turn enemies against each other, and Force Fury, which enhances the power of regular attacks. Puzzles also play a bigger part, as exploration is more of a focus for the devs. First info makes this sound like a rehash, but we've two words of hope: dual lightsabers.

PSM3 Reckons

Right now, this feels like an update, rather than a proper sequel. Hopefully hands-on will reveal enhanced combat.

ETA
OCT 2010

Lara Croft and the Guardian of Light

Format PSN | **Pub** SE | **Dev** Crystal Dynamics | **ETA** Summer

Lara teams up with Mayan warrior Totec in this co-op focused isometric action adventure. Our recent hands on had us (Totec) throwing spears into the wall of a chasm for Lara to swing across, helping her reach the other side. Smart.

Gran Turismo 5

Format PS3 | **Pub** Sony | **Dev** Polyphony Digital | **ETA** Autumn

The latest on this stunning racer is that there are three Nürburgring tracks included in the game: the Grand Prix circuit, the Nordschleife, and the full 24 hour Nürburgring. Watch a man driving it, in game, right here tinyurl.com/3am3fsn.

Tiger Woods 11

Format PS3 | **Pub** EA | **Dev** EA | **ETA** July

This new Tiger Woods will be Move compatible, although the game will be out before Sony's motion controller. In addition, an online Ryder Cup is being featured for the first time, allowing players to form multi-player teams.

[illegible] treatment As a character, Starkiller is a bit dull and generic. It seems an odd decision to bring him back for the sequel.

Fallout: New Vegas

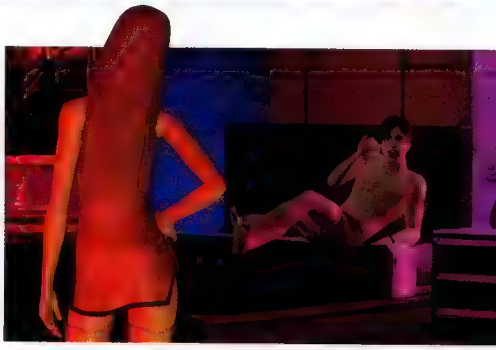
Format PS3 | **Pub** Bethesda | **Dev** Obsidian | **ETA** October

This'll feature twice as many weapons as *Fallout 3*, including the insane Grenade Machine Gun. As the name suggests, it spews a rapid-fire stream of explosives. Better yet, you can modify it with upgrade parts to make it fire *even faster*.

Mafia 2

Format PS3 | **Pub** 2K Games | **Dev** 2K Czech | **ETA** 27 August

New footage shows anti-hero Vito and his pal Joe disguised as cleaners to infiltrate a rival mob boss' meeting, planting a bomb and escaping to safety on a window cleaner's platform as they detonate. Looks better every time we see it.



Love machine The Sims have all the same base instincts we do: namely eating, sleeping and rufty. Lots of rufty.

The Sims 3

Format PS3 | **Pub** EA | **Dev** Sims Studio | **ETA** TBC

In this belated port of *Sims 3*, you essentially play God to a bunch of gibberish-spouting suburbanites, cackling as you toy with their pitiful lives. You control their careers, their families, their homes – the third game even includes paranormal elements, like ghosts. New to this console version are karma powers, that let you bless your sims with extreme luck, beauty or genius (amongst others). Console players won't miss out on custom-content either: you'll be able to create and share in-game items with other PS3 owners to improve your sim world.

Format PS3
Pub Bethesda | **Dev** Splash Damage
Players 1-16 | **Genre** Shooter

Brink

How *Brink* is advancing online play

Andy Kelly

If you play Security you get meaty armour

1 Choose your friends

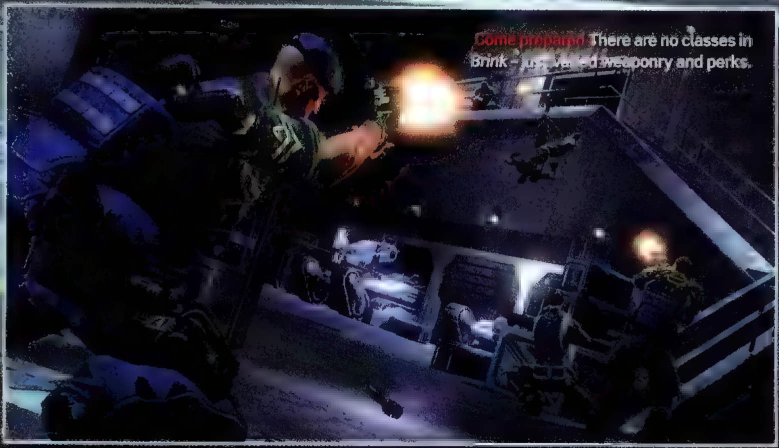
In *Brink*, two sides are at war: Security and Resistance. In the latest map we were shown, Security Tower, the Resistance rebels have to steal sensitive data from a computer terminal, while Security try and stop them. Human players can assume the role of either or both sides in a match.

2 Shape up

There are three body types in *Brink*: light, medium and heavy. Light guys are fast and can climb around the level and slide between cover. Medium guys can too, but much more slowly. And heavy guys are pinned to the ground, but can use bigger weapons and absorb more damage. A good, balanced team will contain a varied mixture of all three.

3 Perk up

Perks include Combat Intuition, which lets you sense enemies behind cover, Comm Hack, which allows you to scan a fallen enemy and see the location of the rest of his team, and Sense of Perspective, which lets you spin the camera around as you hack the terminal.



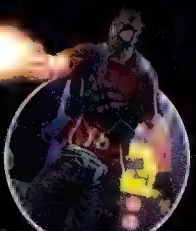
Come prepared There are no classes in *Brink* – just varied weaponry and perks.

4 Play nicely

To make sure everyone works together – as co-op play is the backbone of *Brink*'s style of multi-player – you're given significant experience point bonuses for being a team player. So if you protect the hacker from an attacking enemy, stopping his attempt to interrupt the progress bar, you'll earn a lot more points than killing someone normally.

5 Final touches

As well as shaping your playing style with perks, you can tweak every weapon with unlockable augmentations. There are scopes, silencers, extended magazines and underslung grenade launchers.

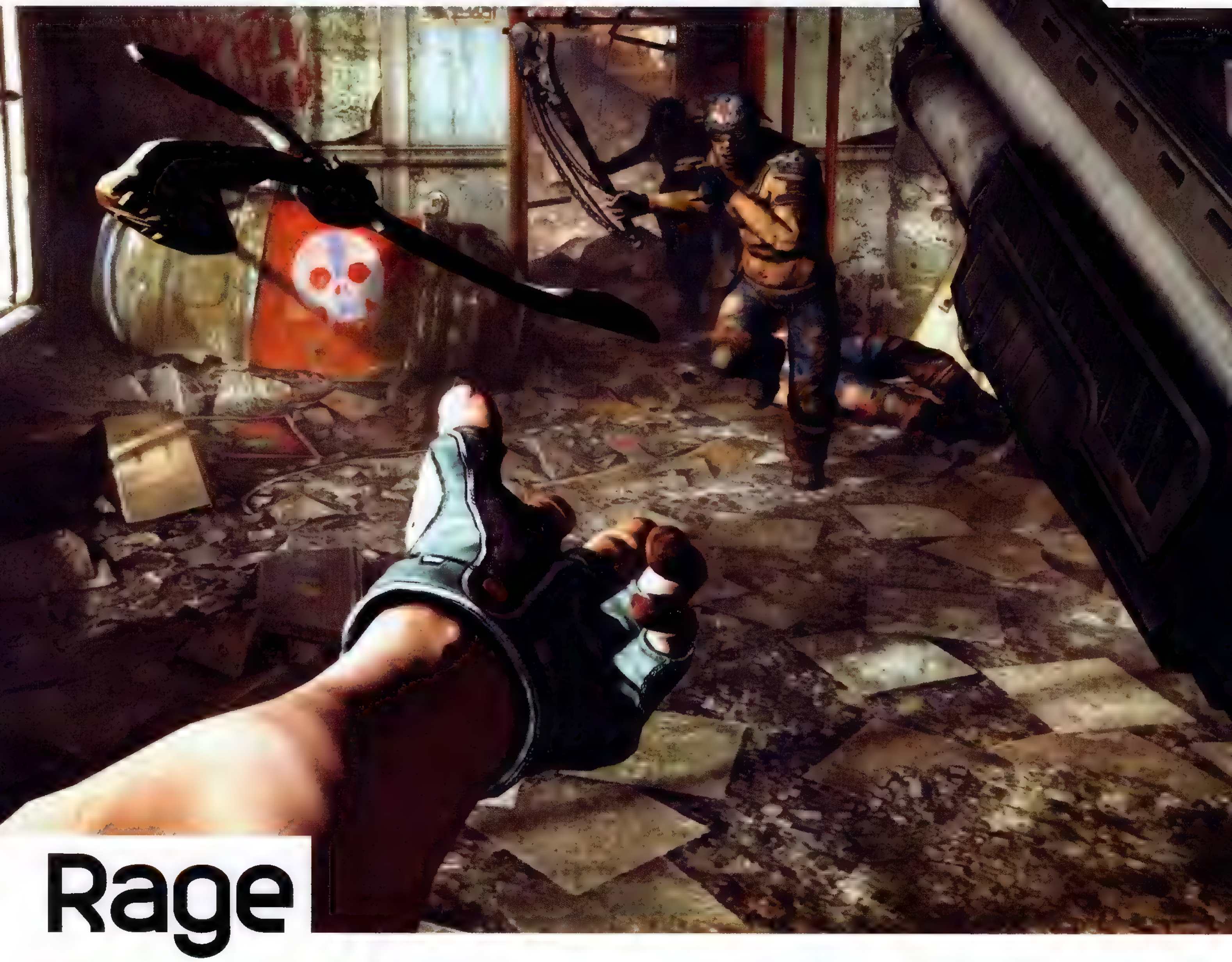


PSM3 Reckons

A smarter FPS than we're used to, with a distinctive look and a bold new take on online multi-player. We can't wait.

ETA
SEPT 2010

Format PS3
Pub Bethesda | Dev id Software
Players TBC | Genre FPS



Rage

The team that invented the FPS return to reclaim it

Andy Kelly

Modern gaming would be very different if id Software never existed. They're the pioneers of the first-person shooter, and made some of the most iconic games in history: namely *Doom* and *Quake*.

But their legacy has faded, and their impact on the modern FPS is all but gone. Or so you might think. While their game output has been minimal – limited to so-so sequels and re-releases of their old games – they've been hard at work on id Tech.

This technology, developed by the team in-house, has powered games like the original *Half-Life* and even the *Modern Warfare* series. But now they're ready to show off the latest version using their own brand new IP.

Rage is set on Earth in the aftermath of a cataclysmic asteroid impact. 99942 Apophis – a real-life space rock with a genuine chance of hitting us in the distant future – has reduced our planet to a dry wasteland, overrun by feral mutants and vicious gangs. You survived because you were buried underground, encased in a cryogenic tomb, in a bunker called The Ark.

Shooting gallery

So a bit like *Fallout*, then. Although only in concept – this is a pure-blood FPS, with no fancy RPG gimmicks. It's a call to arms for the shooter genre and a return to what made id's early games so great. Namely, big weapons, big action and even bigger enemies. But it's not completely old school. The obscene power of id Tech 5 ensures *Rage* has its fair share of press release-fattening features.

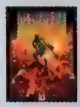
The biggest one is the environment. Using a tech called MegaTextures, id are able to create enormous expanses of desert wasteland, every inch of which looks hand-crafted, rather than generated by a computer. This is because they can use single, large textures in the environment, rather than repeating smaller ones.

TIME LINE

Twenty years of id Software

Commander Keen
PC
A boy leaps around colourful levels with a pogo stick in id's first major release.
1990

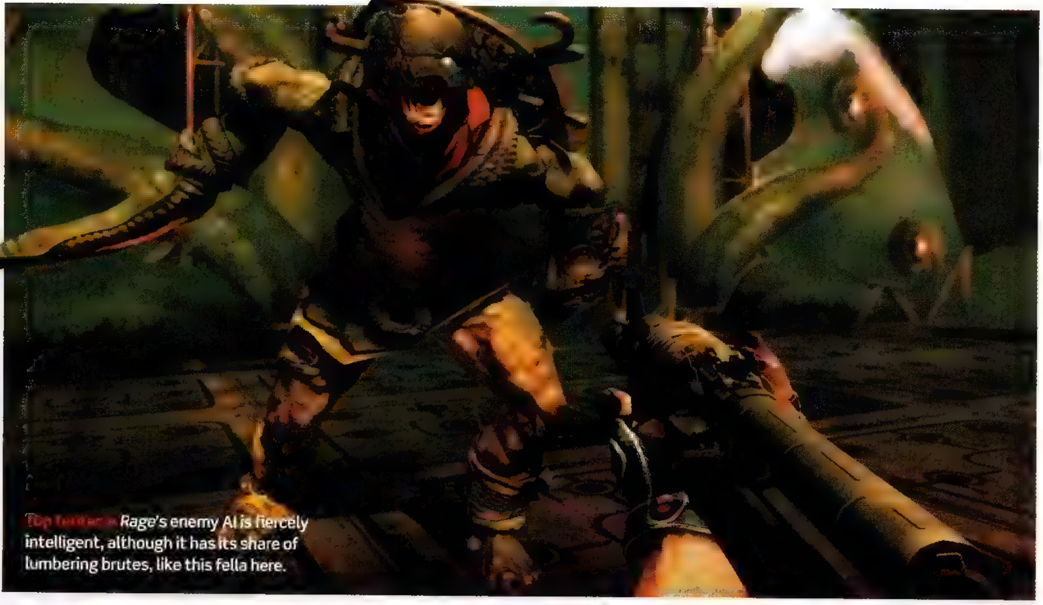
Wolfenstein 3D
PC
This WW2 shooter was the first ever FPS. And Hitler was the last boss.
1992



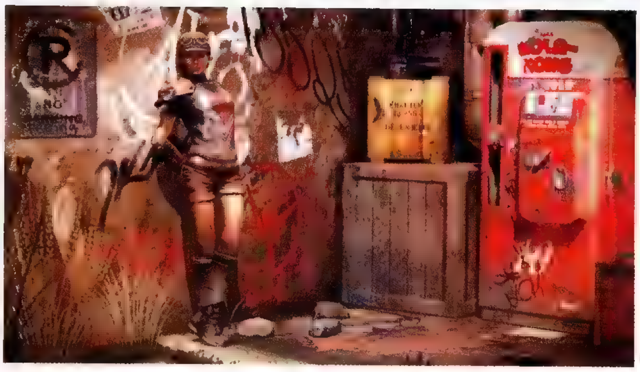
Doom
PC
Their first big hit. Stirred controversy with its violent, demonic imagery.
1993

Quake
PC
The first FPS with online multi-player. Perhaps id's finest game to date.
1996

Lose your head With one precise throw, the wingstick can lop an enemy's head clean off.



Top tentacle *Rage*'s enemy AI is fiercely intelligent, although it has its share of lumbering brutes, like this fella here.



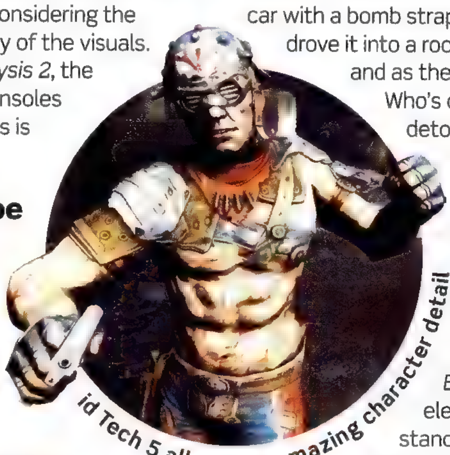
Local colour The townsfolk of Wellspring, the game's hub, will dish out side missions and odd jobs. The character models are remarkable, and superbly animated.

Gang warfare *Fallout*-style raiders are your primary enemy, and are split into different factions.

Then there's the frame rate. *Rage* runs at a constant 60fps on PS3 (just like *Call Of Duty*) and it makes the action look brilliantly fluid and slick. An incredible feat considering the detail and fidelity of the visuals. With this and *Crysis 2*, the gap between consoles and high-end PCs is narrowing.

Friend or foe

Enemy intelligence is also notable. In the mission we saw, demoed by id creative director Tim Willits, he was hired by a resident of a town called Wellspring to clear a water facility of mutant raiders. They're called the Ghost Clan and as they attack, they climb across the environment to confuse you – for example, grabbing an overhead pipe and swinging towards you. And this is all procedural, not a pre-set canned animation. Depending on what's nearby, they'll interact with the world around them in a variety of ways.



id Tech 5 allows for amazing character detail

Rage also boasts a large arsenal, ranging from standard guns to more tactical toys and gadgets. During the demo Tim revealed a remote control car with a bomb strapped to it. He drove it into a room full of raiders and as they exclaimed "Hey! Who's driving that?" he detonated it and took them all out.

He also showed us a crossbow that fires different ammo types. In a move borrowed from *BioShock*, you can electrocute enemies standing in shallow water by zapping the pool with an electric bolt.

It wasn't the most varied or exciting of missions – more a simple sweep and clear, showcasing the enemy AI and weapons – but later missions, we're promised, will be much more epic, with big set-pieces and screen-filling enemies. *Rage* also features vehicle combat, starring weapon-equipped dune buggies. In a brief demo Tim careered around an open area blasting enemy buggies with a mounted gun, using a 'sense wheel' (similar to Old Snake's in *MGS4*) to locate them in the chaotic destruction derby.

You'll also be able to enter races by talking to Jackie Weeks at the Wellspring Speedway. The desert canyons and valleys of post-impact Earth make these sections feel like the Pod Race from The Phantom Menace, only on wheels. And good.

It's great to see a new game from id. *Rage* is a response to the increasingly complicated, gimmicky FPS market. It's defiantly simple, with a focus on immediacy and satisfying combat, running on some truly remarkable tech. The stripped-down purity of *Quake* and *Doom* has been recaptured, but will *Rage* leave behind a legacy as rich? It may struggle with so many direct competitors, but nobody makes a shooter quite like id Software.

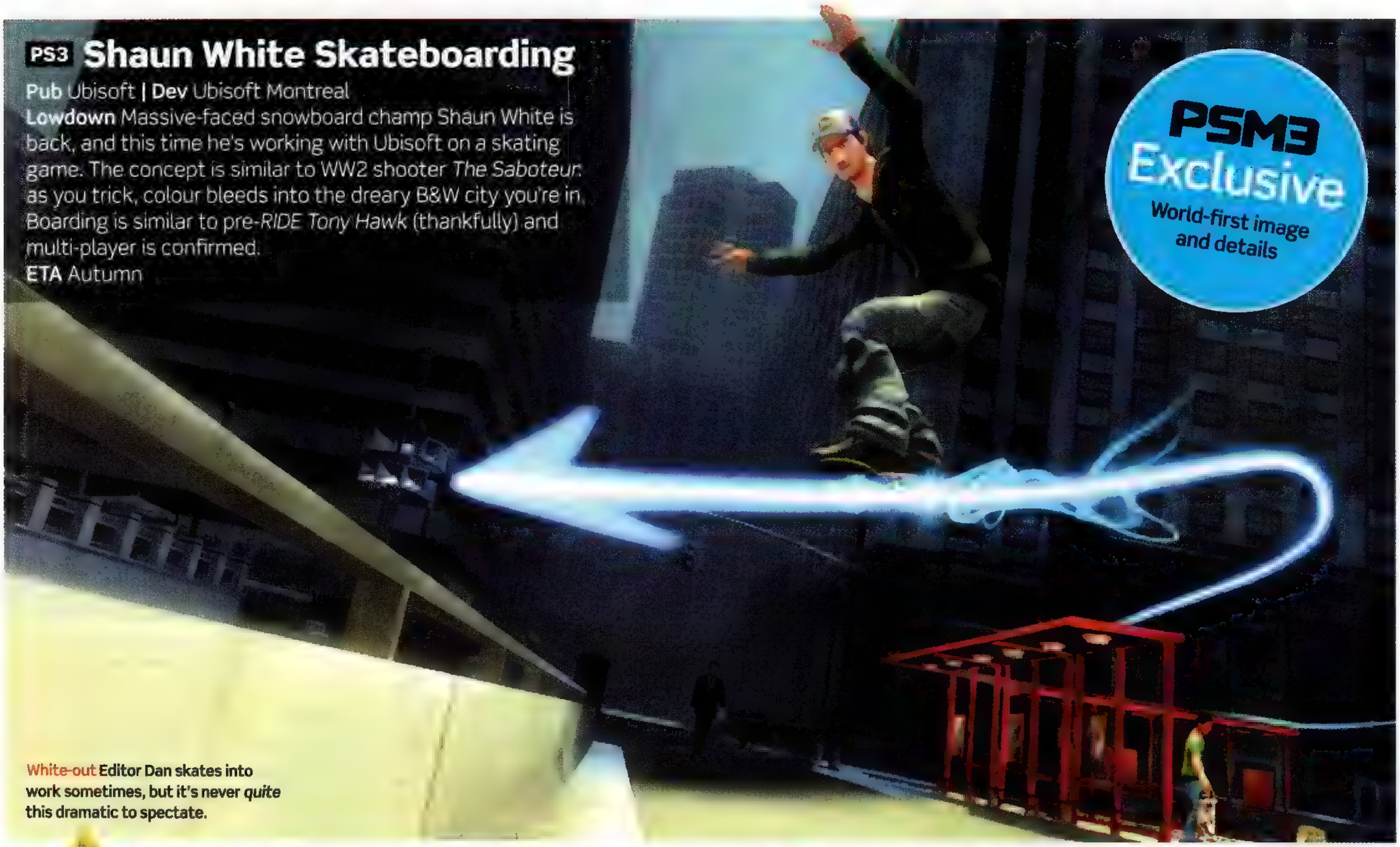
PSM3 Reckons

The legacy of its dev, the mighty tech and the tough, ballsy combat all make *Rage* worth keeping an eye on.

ETA
FEB 2011

Best of the rest...

More games, more screens, more hands-on insight



PS3 Shaun White Skateboarding

Pub Ubisoft | **Dev** Ubisoft Montreal
Lowdown Massive-faced snowboard champ Shaun White is back, and this time he's working with Ubisoft on a skating game. The concept is similar to WW2 shooter *The Saboteur*: as you trick, colour bleeds into the dreary B&W city you're in. Boarding is similar to pre-*RIDE Tony Hawk* (thankfully) and multi-player is confirmed.
ETA Autumn

PSM3 Exclusive
World-first image and details

White-out Editor Dan skates into work sometimes, but it's never *quite* this dramatic to spectate.

PS3 Enslaved

Details Pub Namco Bandai | **Dev** Ninja Theory
Lowdown *Enslaved* was off our radar, but shone at Namco's recent pre-E3 expo with *Uncharted 2*-level visuals (seriously) and an emphasis on narrative. It's a third-person action epic set in a (mercifully green and bright) post-apocalyptic world. You'll dig the hero's, er, shooty-whack stick. **ETA** Autumn

PS3 F1 2010

Details Pub Codemasters | **Dev** Codemasters
Lowdown Don't just race but *live* the Marmite of motorsports with a career mode where you deal with the media, interact with your manufacturer and compete against your team's other driver. It's by the same devs as *GRID*. Dynamic weather? Go on then.
ETA September

PS3 Dead Rising 2

Details Pub Capcom | **Dev** Blue Castle
Lowdown Co-op play lets you call in a buddy on the game's Walkie-Talkie system, take him to a shop for some new clothes, and wander around Vegas smashing the undead with makeshift weapons. Collisions were a bit soft and 'off' in the latest code we played, mind.
ETA September

PS3 Quantum Theory

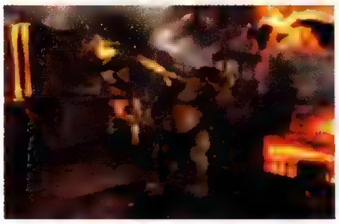
Details Pub TKE | **Dev** Tecmo
Lowdown Our initial hands-on with this *Gears of War* style shooter suggests obvious polish is needed. Still, the sections inside the living tower are colourful and varied, and the monsters you fight, suitably disgusting.
ETA July

PS3 Tom Clancy's H.A.W.X. 2

Details Pub Ubisoft | **Dev** Ubisoft
Lowdown We weren't convinced the original *H.A.W.X.* merited a sequel but, after shifting over a million copies, Ubisoft are. Little is known about this new outing, but we're hoping for more variety in the missions and less floaty controls. More next issue.
ETA Autumn

PS3 LA Noire

Details Pub Rockstar | **Dev** Team Bondi
Lowdown *GTA* 1940s? Think again. Its akin to *Heavy Rain*, but with direct, non-QTE, control. Characters are mo-capped, even their faces, and the script's over 2000 pages. Over 300 actors have been cast, including Mad Men's Aaron Staton (Account Exec Ken Cosgrove).
ETA October



PSP God Of War: Ghost of Sparta

Details Pub Sony | **Dev** Ready At Dawn
Lowdown Kratos' new PSP sequel is set between the first and second *GOW*s. You'll find out how he got his scar, and how Ares tricked him into murdering his beloved family. New weapons and combat moves aside, it leaves us a little cold, sadly.
ETA Winter

MAMA FESTIVALS & CLASSIC ROCK
PRESENT

HIGH VOLTAGE
FESTIVAL

SATURDAY 24 JULY 2010 | SUNDAY 25 JULY 2010

MAIN STAGE

ZZ TOP
FOREIGNER
GARY MOORE
THE ANSWER
THE UNION

ELP
DOWN 'N' OUTZ
FEATURING
JOE ELLIOTT
IAN HUNTER
JOE BONAMASSA
BACHMAN & TURNER
UFO • THE QUIREBOYS

METAL HAMMER STAGE

Black Label Society
SAXON
CATHEDRAL • HAMMERFALL
ORANGE GOBLIN
BLACK SPIDERS • NEW DEVICE

down
Venom **CLUTCH**
HIGH ON FIRE
AUDREY HORNE • LETHARGY

PROG STAGE

TRANSATLANTIC
Opeth **ASIA**
DWEEZIL ZAPPA
FOCUS
PENDRAGON • TOUCHSTONE

marillion
ARGENT
URIAH HEEP
(PERFORMING DEMONS & WIZARDS)
MAGNUM • STEVE HACKETT
MARTIN TURNER'S WISHBONE ASH
(PERFORMING ARGUS)
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PSM3 Presents

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HIGHLIGHTS
Create Monaco in MDR
1080p – the truth
PS3 extras rated

HOW TO...

Build and win the Monaco GP in ModNation Racers

Want to make your own Monte Carlo? Take a look at how we did it...

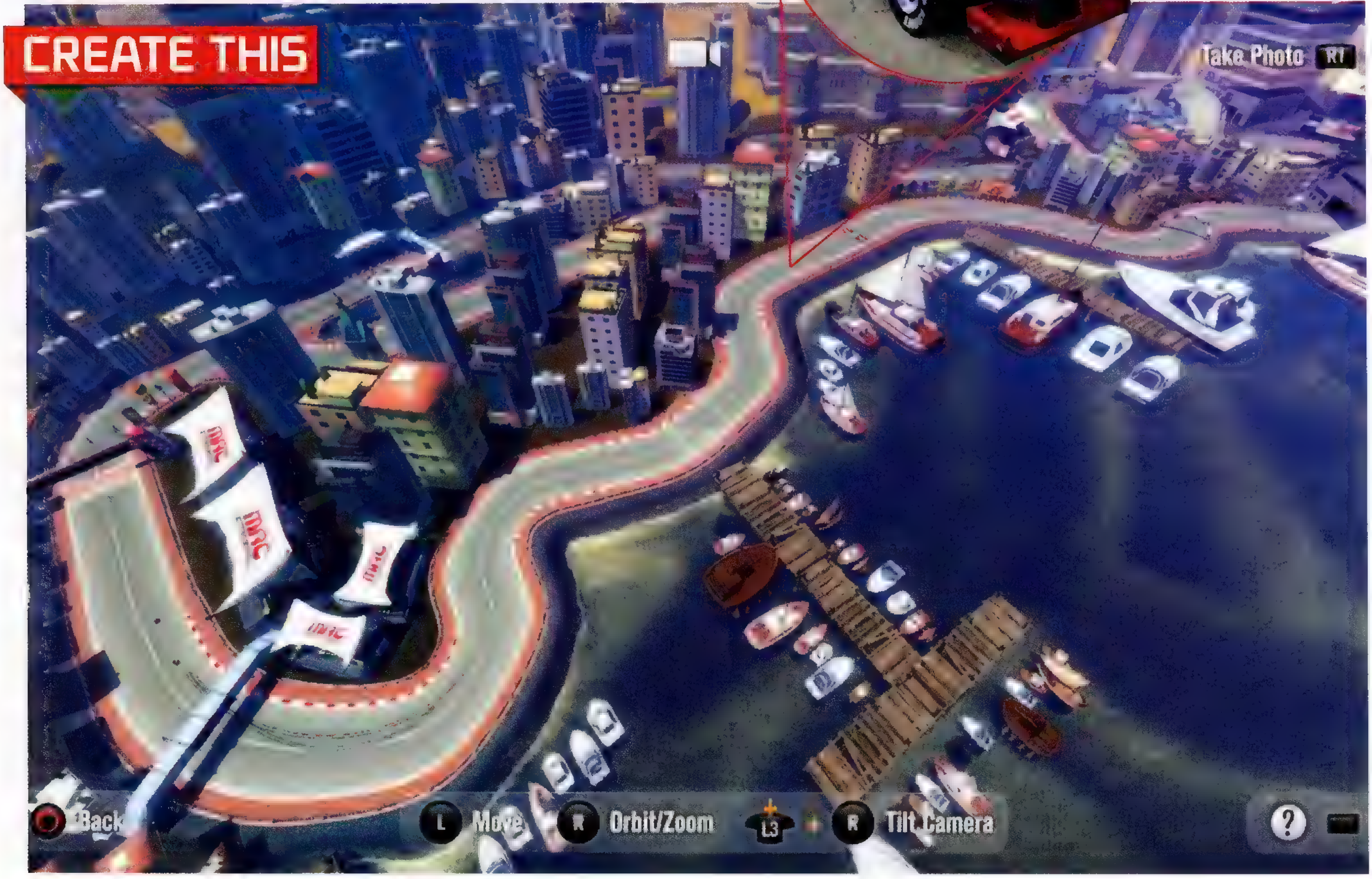
We claimed that you could create virtually anything (within the confines of a racer, of course) in *ModNation Racers*, but here's the actual evidence. This month we show you how we made our own interpretation of the Monaco F1 circuit. We chose Monaco because it contains some instantly recognisable and iconic sections which we could recreate without having to be simulator accurate. *ModNation Racers* is a kart-racer game and the track creation process being relatively free-form (measure distances, for example, has to be done by eye) we don't think anyone should get too hung up on precision. Not unless they have the free time of the jobless, of course... in which case there's no excuse.

PSM3
PROJECT 04

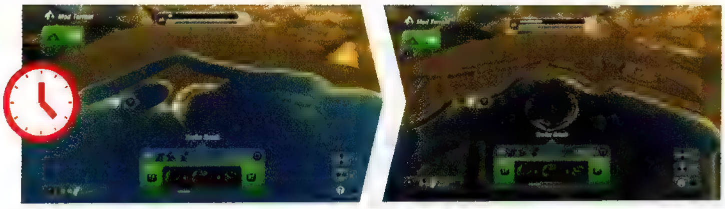
WHAT YOU NEED
- A PlayStation 3
- ModNation Racers
- Source material - trackside images, aerial circuit shots and vehicle photos - we used Google.
- Patience

TIME TAKEN
04-05
HOURS

CREATE THIS

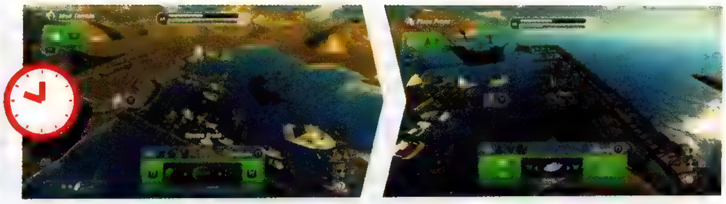


QUICK TECH TIPS Are you running out of USB ports on your PS3? We recommend getting a powered USB



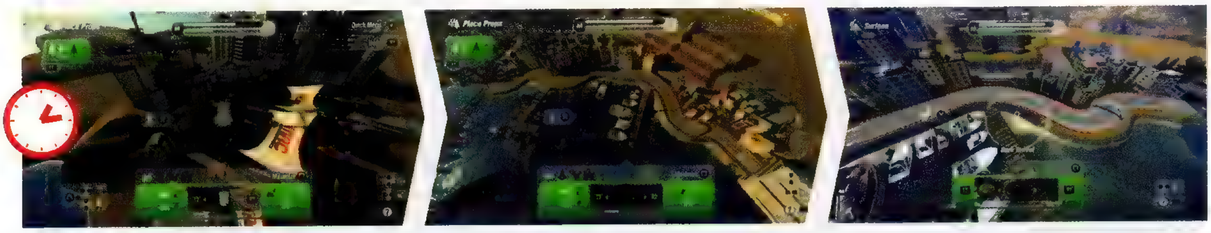
01 Laying the track

The *ModNation Racers* track editor doesn't really do grids or measurements. With the Monaco circuit running along the waterfront, establishing the harbour area would help us form the general shape. Then, with our birds-eye track photo positioned in front of the telly, we just drove the track laying machine around, trying our best to emulate the iconic sections as closely as possible.



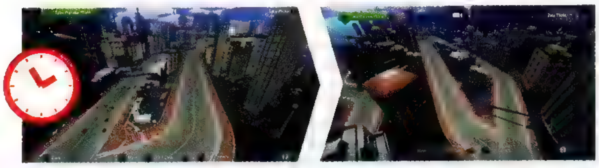
02 Creating the harbour

One of the most stand-out features of the Monaco circuit is the boat-stuffed harbour – Port Hercule. Considering most of these boats can barely been seen from behind the wheel of the karts, we perhaps got a little carried away here. *ModNation Racers* caters quite nicely here, offering at least half a dozen boat styles (which we could easily transform the size of) and a ready-made 'wharf' piece. It looks a little rickety, but that's the *ModNation* charm.



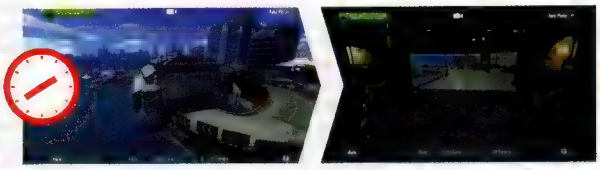
03 Building the city

Monaco circuit is surrounded by rolling hills, high-rise buildings and billionaire's penthouses. With this circuit being built using the 'seaside' environment, the prop selection that comes with it incorporates a wealth of skyscrapers and marina buildings, which we re-sized and scattered around the appropriate areas of the track. We placed a massive castle and a chateau, which we used to represent the Beau Rivage Hotel and the Hotel Mirabeau respectively. Using the terrain editor, we created raised steps to give the impression of the buildings being built up the mountainside. We *tried* not to go overboard with planting more than we needed...



04 Shaping the pits

The creation of the pit lane is another example of artistic licence. Here, the pit lane is actually a short cut (built by placing a marker where you want the course to divert and reattach). You can't place track that by-passes the start/finish line, so it's slightly early in our version. We place some race props like garages and lorries to give it a 'pit like' feel.



05 Forming a tunnel

Creating the iconic tunnel section provided us with a challenge. The solution came in the form of a large 'Market Entrance' building and a barn building that allowed karts to drive through it. We made them both as large as possible and sandwiched them together to form a kind-of tunnel. We hid the barn behind other buildings, so you can't see it as you race round.

MODNATION RACERS FAQ

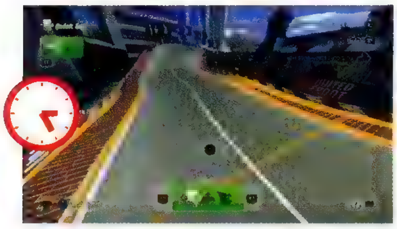
Is it easy to share my creations online?
Once it's saved, you [illegible]

Are there restrictions to how much detail you can include in a track?
There is a memory limit [illegible]

Is is easier than *LittleBigPlanet* to create something decent?
Much easier [illegible]

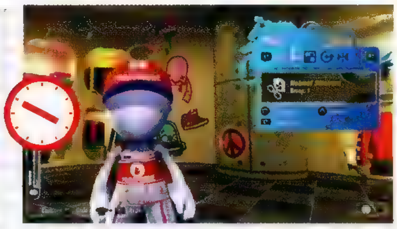
Will I need to unlock parts used by playing single-player first?
You don't need to [illegible]

The loading times are driving me nuts. Help!
United Front are working [illegible]



06 Ups and downs

This is the only concession we have made to the hills, cambers and elevations of the circuit. Again, with more fiddling time we might have added more, but we couldn't resist altering the track height to make our impression of the intense drop and vicious right hander. For racing purposes, we added a number of flashing chevrons to help drivers too. We can always go back and tweak later on...



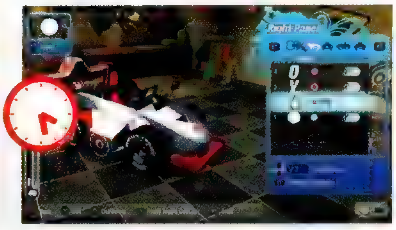
07 Lookin' like Lewis

Creating Hamilton was comparatively easy:

1 Picking a race suit and cap and colouring it is easy. There are plenty of pre-made sponsor vinyls too.

2 We created our 'Yodaphone' symbol by forming a 'primitive' circle, teardrop and appropriately-sized letters

3 Rather than a helmet that would obscure his features, a simple nose, eyes, ear and mouth selection complete his steely gaze.



08 Making McLaren

To finish off the set, we just had to make a McLaren look-alike kart for Lewis to drive. Here's how we did it.

1 We picked a F1-style shell, race wheels with tyre markings plus a sporty seat and steering wheel.

2 We changed the material property to 'metal' to give it the trademark shine.

3 We used the same logos that worked for Lewis and added in wing mirrors.

YODAPHONE
YODAPHONE

hub, they'll take up a plug socket, but you're less likely to encounter problems down the line. ◉ Do you find

TOP 3 PADS

DualShock 3
Price £35
Good for Everything. It's pricey, but shames many cheaper third-party pads

SFIV Fightpad
Price £25
Good for Fighting games. Features a custom d-pad and six button layout

MW2 Combat pad
Price £36
Good for Shooters Features sharper triggers and more resistant sticks

TOP 3 HEADSETS

01 Sony Official Wireless Headset
Price £20
Superb sound quality with on-screen notifications

04 Mad Catz COD: MW2 Bluetooth Headset
Price £20
Compact, but the quality suffers. Tricky to set up

03 Gioteck EX-02 Next Gen Headset
Price £20
Good sound q[illegible] little bit cumber[illegible]

TOP 3 EXTRAS

01 EyeToy
Price £25
Good for video chat and makes a handy room mic

04 Play TV
Price £60
Watch and record freeview TV on your PS3

03 Sony Blu-Ray Disc Remote Control
Price £15
Makes PS3's Blu-ray controls much simpler

All prices are based on competitive internet averages.

TECH-BUSTER

Is 1080p gaming really worth the hype?

Full HD TVs, the ones that display in 1080p are expensive. Is it really worth splashing out on one, when a cheaper option is available?

> "There's one area where 720p does have an advantage"

The more lines and the more picture elements (pixels) there are in a screen image, the better the detail.

Standard definition (SD) pictures consist of 480 lines, each of 704 pixels, in 4:3 format. High-definition (HD) pictures consist of 720 lines each of 1,280 pixels, or 1080 lines each of 1,920 pixels, both in the widescreen 16:9 format.

Pictures can be displayed in two ways: interlaced, where the picture is built up using alternating odd- and even-numbered lines; and progressive, where they are built up in sequential order from top to bottom, reducing blurring of the picture between frames. So, the most common HD picture formats are 720i, 720p, 1080i, and 1080p.

The maximum quality a TV can display is known as its 'native resolution', and most TVs will 'upconvert' any incoming signal to the native resolution.

But is a 1080p picture always the best possible quality? Upconverting can cause picture degradation, so a 720p picture on a set with the same native resolution might look better than it does on a 1080p set with an upconverted image. It depends on the TV's upconversion.

When you are watching 1080p material such as a Blu-ray disc, clearly you want a 1080p TV. A 720p set would accept the 1080p signal, but would down-convert it to 720p format, depriving you of true Blu-ray resolution.

Fewer manufacturers are bothering with 720p TVs as price margins erode, but there's one area where 720p does offer some advantage, with smaller TVs – say under 32in. Here the larger pixels may actually offer a brighter picture, and the screen size means that you wouldn't in any case derive much benefit from the higher resolution of 1080p.

Chris Jenkins
...is the Editor of Home Cinema Choice – the UK's best-selling home cinema magazine.

Crisp and smooth Want to show off your TV and sound system? WipEout HD is your game.

PS3's analogue sticks less comfortable that you'd like? Next month's free gift (on sale July 2) might be the

GROUP TEST

Our favourite PS3 control gadgets

Whether you're using text chat, watching a Blu-ray, or surrounded by remote controls, these items could make your life a *little bit* simpler...

01 Logitech Harmony 700

Price £95 for the remote, £35 for the PS3 adaptor

Yes, it's an extremely pricey, but the Harmony will control *all* your devices (unless you've got a Wii). Once it's set up, you can program activities, and use one button press to start up/change inputs on every device necessary. Sleek.

Easy to set up? No. You'll need to install software on your PC/Mac, and dedicate at least an hour to tweaking. You'll also need an adaptor to work with PS3, hence four stars...

Rating ★★★★☆

PSM3 WINNER

Harmony Adapter for PS3

This plugs into the mains and allows PS3 compatibility with the Harmony range. It conveniently doesn't use up any USB ports.

BEST VALUE

02 Sony Blu-ray Remote Control

Price £15

Apart from the odd omission of an on/off function, this is a well designed, quality piece of kit. It feels expensive, and matches PS3's aesthetic. Comes at a decent price too.

Easy to set up? Yes – just sync it once and you're done.

Rating ★★★★☆

03 Sony PS3 Wireless Keypad

Price £18

With some practice this will eventually increase your typing speed. The buttons are tiny though – so it's hard to recommend for large-fingered gamers.

Easy to set up? Just plug it in, though it does ruin the balance of the PS3 pad.

Rating ★★★☆☆

04 Logic3 Keypad for PS3

Price £18

This requires an extra dongle, which takes up a USB port, has annoyingly spongy buttons, and floats above your pad in the oddest way possible. Not worth £18.

Easy to set up? Yes, despite the clunky stand.

Rating ★☆☆☆☆

MY NEXT... TV

The best HDTVs to suit any budget

SAVING IT £200-£399

Ideal Bedroom Set

Panasonic TX-L19X10

Price £224-£300 | **Size** 19" | [illegible]
Contrast Ratio 4000:1
Resolution 1366 x 768
Inputs S-Video, RGB Scart, [illegible] | **Freeview** Yes | **Extras** A [illegible] TFT with SD card support. Great for [illegible]
Or try... [illegible]

Living room bargain

JVC LT-32DR9BJ

[illegible]

1080p on a budget

Samsung [illegible]

[illegible]

SPENDING IT £400-£999

All-rounder

Samsung LE37B650

Price £470-750 LCD | **Size** [illegible]
Contrast Ratio Dynamic [illegible]
Resolution 1920 x 1080
Inputs 2x RGB Scart, USB, [illegible] Digital Audio Out, Composite, Component | **Freeview** Yes | **Extras** Great blacks, super [illegible]
Or try... [illegible]

Best Plasma

Panasonic TX-P42G10

[illegible]

Best 40"+

LG [illegible]

[illegible]

DREAMING IT £1000+

UK's first 3D TV

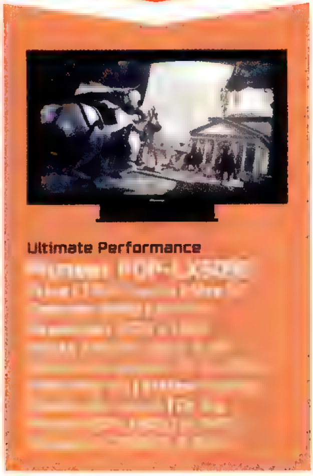
Samsung UE40C7000

Price £1700 LED | **Size** 40"
Contrast Ratio [illegible]
Resolution 1920 x 1080
Inputs RGB Scart, [illegible] HDMI, Digital Audio Optical, Component, Composite In, USB 2.0, PC In | **Freeview** Yes | **Extras** Samsung's LED 8 Series are UK's first 3D TVs [illegible]

Size Matters

Panasonic TH-65VX100

[illegible]



Ultimate Performance

Pioneer PDP-LX508

[illegible]

My Media Month

What's been occupying the team's PS3s this month...

TOM SYKES FREELANCE WRITER

Every sane person hates it, but I've spent the last few weeks hopelessly addicted to **White Knight Chronicles**. The single-player is forgettable, but the online side – creating your avatar, customising your village, and doing online quests – is great. Shame you have to wade through so much rubbish to make the most of it. TV-wise, I've tried a few new shows. Nathan Fillion-vehicle **Castle** was disappointingly predictable, but **Justified** is far better. It's about a US Marshal (Timothy Olyphant) shipped to Kentucky for being a bit too ready with his gun. The pilot features a racist hick blowing up a church with a bazooka. Despite that, it's funny and relatively low-key.

OWEN HILL PRODUCTION EDITOR

It might be that I've only recently taken an interest in building my collection, but I've started noticing more reasonably priced Blu-rays on Amazon; I saw it a few times as a child but Terry Gilliam's **Twelve Monkeys** made a lot more sense with the benefit of an adult brain, and was definitely worth £9. **Heat** is also spectacular on Blu-ray, and available for less than a tenner. In gaming news, I've been enjoying the *on-track* action in **ModNation Racers**. I'm not normally bothered by loading times, but the relentless delays before and after each career race are tedious and annoyingly necessary. After all, I need to unlock more parts to use in my future masterpiece. Grrr.

RICHARD BROUGHTON DEPUTY ART EDITOR

Most of my time this month has been spent trawling the streets of Kamurocho trying to 100% **Yakuza 3**, but I've also found time for **Sam & Max: The Devils Playhouse** and now that **ModNation Racers** has arrived the creative inside me is buzzing at the prospect of creating Team KISS. Film highlights include **Iron Man 2** which was enjoyable but if they hope to continue with this series the focus has to be on Tony Stark's inner demons rather than bigger robots. Finally after finishing off **The Sopranos** I've started re-watching **Band of Brothers**. The Blu-ray version looks incredible and makes me feel like I'm watching it for the first time.

the keypad and you'll get access a selection of smiley/angry/cool faces. If you're running out of memory

BLU-RAY MOVIES

Clever Clint Eastwood actually demanded less lines than were in the original script.

"The endless blue skies of Leone's West are breath-taking"

Sergio Leone's **Spaghetti Western Trilogy** provides three slices of absolutely essential post-*Red Dead Redemption* viewing

FILM & DISC DETAILS

Release 7 June
RRP £[illegible]
Run time 380 mins
Cert [illegible]
Director Sergio Leone
Stars Clint Eastwood, Eli Wallach, [illegible], Mario Brega, [illegible]
Discs 3
Extras [illegible] a selection of extras including documentaries, [illegible] trailers, deleted scenes, interviews with Clint Eastwood, and even the original US version of For A Few Dollars More
Audio 5.1
Aspect Ratio [illegible]

Forget the goody-goody posturing of John Wayne and the glamorous action heroes of The Magnificent Seven: Sergio Leone's 'Dollars' trilogy is the Western at its very best. And this Blu-ray box set is, in turn the Dollars trilogy at its very best.

If you've recently picked up *Red Dead Redemption* and want to see where Rockstar got their inspiration for the harsh, run-down towns of Nuevo Paraiso from, this is the place to start. And finish.

The endless blue-skies of Leone's Western America (filmed in Italy, hence the term Spaghetti Western) are breath-taking on Blu-ray, and although some of the effects – especially in the first film, Fistful Of Dollars – don't hold up to the scrutiny of HD, this trilogy shines with the enhanced visuals. Crisp bullet ricochets, punctuated by Ennio Morricone's haunting, minimalist soundtrack, round off the Blu-ray upgrades. Essential, even if you own all three DVDs.

Disc Extras The extras aren't new, so if you own the DVDs you've seen them. The Clint Eastwood interviews are real highlights, with the rest of the content feeling like padding.

Movies ★★★★★ **Disc** ★★★☆☆

The Wolfman

Release 7 June | **RRP** £25 | **Run time** 102 mins **Cert** 15 | **Director** Joe Johnston | **Stars** Benicio del Toro, Hugo Weaving, Emily Blunt, Anthony Hopkins, Geraldine Chaplin

The classic tale of an American moving to his Victorian home, getting bitten by a werewolf, and slowly transforming into a monster throughout the course of the film. Hardly the best werewolf flick you're likely to see, it's too slow paced and predictable. The horror isn't that strong either, and only del Toro's turn as the titular Wolfman is worth howling at the moon about. This Blu-ray contains an extra 16 minutes of footage, making it – if anything – a little more plodding than the cinema version.

Disc Extras A handful of extras, the highlight of which is a documentary on the legend of the werewolf. There are alternative endings too.

Movie ★★★☆☆ **Disc** ★★☆☆☆

Invictus

Release 14 June | **RRP** £27 | **Run time** 133 mins **Cert** 15 | **Director** Clint Eastwood | **Stars** Matt Damon, Morgan Freeman, Scott Eastwood, Zak Feaunati, Adoja Andoh, Tony Kgoroge

This Oscar nominated film based on the true story of how Nelson Mandela uses the South African rugby team as a tool for exorcising apartheid stars Damon and Freeman on top form. It tackles some serious issues with a very straight-face, hence the Oscar nominations, so don't expect much light-relief in this dense, yet feel-good film. Recommended for rugby fans and anyone searching for the serious side of cinema.

Disc Extras A scant selection of extras, but what is there is worth watching. One sees Freeman meeting Mandela to prep for his role, and another shows Matt Damon learning to play rugby. Oh dear.

Movie ★★★★☆ **Disc** ★★★☆☆

BLU-RAY RELEASE PLANNER

A Single Man	07/06
Absolute Power	07/06
Bad Boys	07/06
Dr Who Series 5 Vol 1	07/06
Flash Gordon	07/06
Kelly's Heroes	07/06
Ponyo	07/06
Spaghetti Western Collection	07/06
The Wolfman	07/06
Apollo 13	14/06
Caddyshack	14/06
Collateral (Special Edition)	14/06
Crazy Heart	14/06
Edge of Darkness	14/06
Invictus	14/06
Total Recall	14/06
War of The Worlds	14/06
The Crazies	19/06
Boogie Nights	21/06
Micmacs	21/06
The Princess and the Frog	21/06
Exit Through the Gift Shop	28/06
Flash Gordon	28/06
The Lovely Bones	28/06
Shrek 2	28/06
Generation Kill	05/07
Bubba Ho-Tep	12/07
Green Zone	12/07
Percey Jackson ATLF	12/07
The Girl with the Dragon Tattoo	19/07
Remember Me	26/07
Shutter Island	26/07
Legion	02/08
V Season 1	02/08

check for old installs by using the Game Data Utility at the top of the games column on the XMB.

© Universal Pictures, Warner Bros. Pictures

FROM THE MAKERS OF

PlayStation®
Official Magazine - UK

Find out more at firstplay.co.uk

[illegible] previews, plus interactive screenshot galleries and exclusive downloadable content.

[illegible] twitter.com/FirstPlay_UK

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PlayStation® Network

SEE THE FUTURE OF PS3. FIRST.
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PLAYSTATION 3 AND
VIDZONE
PRESENTS

How to host the ultimate music festival… on your PS3

Glastonbury? Pah. Host your own rainproof festival with Vidzone's 13,000 free videos

Tickets for Glastonbury sold out in roughly six seconds, so chances are you missed out. So, rather than spending the weekend at home, cursing your luck and watching it on the TV, fire up your PS3. With Vidzone – a free music video streaming service available to anyone with a PS3 and broadband – you can create your own playlists, and host your own mini festival in your front room. But don't worry about choosing a line-up from the thousands of available songs: we've done it for you. And there are no idiots in jester hats or beer queues in sight.

Illustration by Andrew Joyce. To see more of Andrew's work visit bit.ly/adzdet.

THURSDAY JUNE 24TH LINE-UP

ANYTHING AS LONG AS IT'S LOUD STAGE

If your ears aren't hurting you're doing it wrong

1 Foo Fighters The Pretender
Not Grohl's heaviest track but one of the best videos, as the Fighters face anti-riot police.

2 MGMT Time To Pretend
A swirly slice of uplifting psychedelic rock with suitably weird [illegible] visuals. It makes no sense!

3 The Hives Die, Alright!
This aural attack is the kind of noise volcanoes would make if they could hold guitars.

4 The Victorian English Gentlemens Club Impossible Sightings Over Shelton
Angular indie rock with an inventive video.

5 RUN-DMC King Of Rock
The fat '70s rock riff underpinning this is perfect for some stern head nodding.

6 Herbaliser Geometric Growl
You can't go wrong with a strong back beat and a [illegible] string sample.

7 Battles Atlas
The geometry of the mirrored glass box [illegible]

8 Metallica Enter Sandman
[illegible] like a kick to the gut this is the kind of song 11 was made for.

9 The Hold Steady Chips Ahoy
A bouncy, energetic track with an impossible to resist "whoa-oh-oh" hook.

10 The Presets My People
A track built around the kind of buzzsaw bassline that disintegrates speakers.

SOUNDTRACK FOR A FUNERAL STAGE

Everyone's got to go sometime. Give them a send-off with feeling

1 Johnny Cash Hurt
The frailty of an old man facing the end, cut with shots of him in his prime, is heartbreaking.

2 Bright Eyes No One Would Riot For Less
A haunting track accompanied by animation that's as surreal as it is emotionally affecting.

3 Del Amitri Nothing Ever Happens
The embittered 'life goes on' message is a cathartic release best accompanied by a hug.

4 U2 With Or Without You
A touching tale of frustrated love that, in this case, definitely falls under 'without'.

5 Leonard Cohen Hallelujah
The soaring, bittersweet chorus creates a moving, spiritual boost when you need it most.

6 Bruce Springsteen Streets Of Philadelphia
Harrowing lyrics explain mortality. Sad.

7 Metallica Nothing Else Matters
This [illegible] anthem builds from disconsolate to impotent rage.

8 Bob Dylan Knockin' On Heaven's Door
The nearest you'll get to a sing-along, seeing as how everyone knows the words.

9 Glasvegas Daddy's Gone
A moving, touching tale of the love between a young man and his absent dad.

10 Primal Scream Damaged
A soulful tune that pieces together blues and Rolling Stones influences to good effect.

IT'S TIME TO PARTY STAGE

High energy party tunes everyone will love

1 Beyoncé Single Ladies (Put A Ring On It)
The girls get something to sing to while the men watch women in leotards wiggling about.

2 Adam & The Ants Stand & Deliver
Tribal drums, rousing chorus, daft video guaranteed to get you in the festival mood.

3 Journey Don't Stop Believing
Best saved for later when everyone's drunk and doesn't mind hugging strangers.

4 The Prodigy Invaders Must Die
Enough breaks, build-ups and cuts to get any party going. And a riff that can't be ignored.

5 Klaxons Golden Skans
The vocal hook will get people singing (badly) while the weird video is a talking point.

6 Ellie Goulding Starry Eyed (Russ Chimes remix)
[illegible] that's a party-starter.

7 Rihanna Rude Boy
Who doesn't want to see Rihanna grind a variety of stuffed jungle animals?

8 Yeah Yeah Yeahs Zero
Squelchy synths are a great alternative to YYYs' usual guitar hooks. A real mood lifter.

9 Lady GaGa Telephone
When that chorus kicks in you can consider your party officially started.

10 Calvin Harris Acceptable In The '80s
A mad montage of WTF? It makes no sense but once that keyboard kicks in no one will care.

VIDZONE

FRIDAY JUNE 25TH LINE-UP

IN THE MOOD FOR DANCING STAGE

Get absolutely everyone dancing or die trying

1 The Ting Tings That's Not My Name
A big drum beat, a pretty girl shouting – it covers all the bases and gets heads bobbing.

2 Kris Kross Jump
[illegible] looks of horror but by the end of it everyone will be jumping.

3 Groove Armada I See You Baby
Not so much a song as an instruction to girls to get the booty shake on. Marvellous.

4 Chuckie & LMFAO Let The Bass Kick In Miami Girl
This dance hall beat will get your hips moving.

5 Faithless Not Going Home
A slow burner that rises to a intense climax. There's an ace psychedelic video as well.

6 Dizzee Rascal featuring Calvin Harris and Chrome Dance Wiv Me
Funk loops, bleepy synths – perfect floor filler.

7 Wiley & Chew Fu Take That
The heavy buzzbeat beat riff is immense. And the big-haired scary girl is an absolute star.

8 Soulwax NY Excuse
This rocking loop with its shouty conversation piles on the momentum.

9 The Whip Sister Siam
One part fizzy bleeps to one part pulsing fuzz bass with a deliriously simple hook.

10 Ladyhawke Back Of The Van
The track and video are drenched in '80s pop brilliance with jangly guitars and pumping bass.

WOOING THE LADIES STAGE

Songs to create the perfect romantic mood

1 Cyndi Lauper Time After Time
The classic storytelling MTV video hides an 'I'll always love you' message.

2 Willie Nelson Always On My Mind
Ignore the fact it's about being a bad boyfriend – it suits candlelight perfectly.

3 Embrace Gravity
Captures that mix of happiness and fear when you realise how important someone is to you.

4 Mr Scruff Honeydew
A surprisingly soulful turn from a DJ more associated with comedy songs about fish.

5 Cheryl Cole 3 Words
[illegible] Kylie but it's a compelling love song with a dangerous undercurrent.

6 Thao [illegible]
A short, sweet and quirky love song from this Copenhagen band.

7 The Cure Lovesong
"Whenever I am alone with you, you make me feel like I am whole again," sings Bob. Yes.

8 Snow Patrol Chasing Cars
There's an odd pathos here that shapes an emotion without needing to define it.

9 Jeff Buckley Everybody Here Wants You
A powerfully sexy track that overcomes the meaningless mood-setting of the video.

10 Marvin Gaye What's Going On
The king of sexy time songs. This isn't one of his best but it's the best Vidzone has to offer.

THE MORNING AFTER STAGE

Survived the party? Clean up to these soothing tunes

1 El Perro Del Mar God Knows
A heart-warming, gently swirling mix of '60s pop influenced strings and vocal harmonies.

2 Kid Koala Basin Street Blues
A woozy re-creation of your hangover with scratched vinyl trumpets over a blues march.

3 Grizzly Bear Two Weeks
Get past the weird video and the hypnotic, dreamy and wistful vocals ease away the pain.

4 The Coral Dreaming of You
A slice of old English indie with just enough bounce to liven you up without being too loud.

5 Belle And Sebastian Is It Wicked Not To Care?
A melodic backing to an art student's video.

6 DJ Vadim Talk To Me
An easy on the ears mix of soul vocals and breakbeats creates a mellow tune.

7 José González Heartbeats
This acoustic version of the track by The Knife is stunning, and the video's just as amazing.

8 David Holmes Don't Die Just Yet
Let this cinematic, orchestral trip through a seedy downtown district help you out.

9 Engineers Home
A surging, multi-layered track that's a comforting way to bring yourself back down.

10 Nizlopi JCB
This sweet ode to childhood memories should make a hangover a bit more warm and fluffy.

SITE CREW

WHAT IS VIDZONE?

Vidzone is a free music video streaming service that all PS3 owners get access to. It lets you search a large archive of videos, then stream them in near-HD on your TV. Often, new videos will appear on Vidzone before they're officially released.

SATURDAY JUNE 26TH LINE-UP

SING-ALONG STAGE

Get everyone liquored up and belt out these classics

1 Lady GaGa Poker Face
[illegible] mumble through it until the 'POKER FACE!' bit, but the video's [illegible]

2 Kings Of Leon Sex On Fire
Watch everyone crawl out of the woodwork to sing along to this [illegible]

3 The Killers Mr Brightside
Who thought the video starring Eric Roberts was a good idea? Still, a great sing-along [illegible]

4 Pulp Common People
[illegible] points here if you can get everyone [illegible] all the actions [illegible]

5 The Beastie Boys (You Gotta) Fight For Your Right (To Party)
[illegible] for maximum effect.

6 Billy Joel Uptown Girl
This gets huge mileage out of its 'oohing' vocal hook and will have everyone howling along.

7 The Psychedelic Furs Pretty In Pink
One for all the sullen, floppy-fringed indie kids [illegible]

8 The Zutons Valerie
[illegible] the volume and form a circle to yell along to the Zutons' [illegible]

9 The Fugees Killing Me Softly
Perfect for comedy teamwork: the girls get a [illegible] to sing, the boys shout 'One Time'.

10 Oasis Don't Look Back In Anger
[illegible] your mates together, link arms and sing like there's no tomorrow.

CLEAR THE ROOM STAGE

If you can't get people to leave, stick on these musical horrors and watch them flee

1 Eddie Gonzalez Vivo Enamorado De Ti
Poor Eddie comes across as small [illegible] man in [illegible]. Bless.

2 Eddie Murphy How Could It Be
Long before he stopped being funny Murphy [illegible]

3 David Essex A Winter's Tale
This [illegible] acoustic nightmare will be like [illegible] to your party [illegible]

4 [illegible] and [illegible] Negra Albatross
Fleetwood Mac's classic [illegible]

5 Ska-P [illegible]
[illegible] Spanish ska-punk and happiness. Right?

6 Peter Godwin Emotional Disguise
The mix of terrible acting and dour singing seems like a parody. Sadly, it's all too real.

7 New Kids On The Block Cover Girl
A great example of why early '90s boy bands were all sorts of wrong.

8 Steps After The Love Has Gone
If you thought Steps' pop was bad when played for laughs, try this ballad for size.

9 Joe Pesci Wise Guy
Yes, that Joe Pesci. This incredible video sees the actor rapping over a Blondie sample.

10 John Barrowman What About Us?
This is the tactical nuke of room clearing. Run! Save yourselves.

GUITAR-FREE STAGE

Forget the strings with this digital selection

1 Delphic Doubt
[illegible] Manchester electropop with a [illegible]

2 The Knife Marble House
The band ditch the guitars and keys, crafting this track out of sine waves, pops and buzzes.

3 La Roux In For The Kill
[illegible] Knight Rider in a video that [illegible]

4 Mylo Muscle Car
A pulsating feelgood track with a bizarre video involving former President Bush and [illegible]

5 Frankmusik 3 Little Words
An anarchic song made all the more fun by the light-up keyboard that [illegible]

6 Röyksopp The Girl And The Robot
A disco anthem in the style of Donna Summer with a literal video [illegible]

7 Sam Sparro Black & Gold
A great example of how you can build a pop track out of a [illegible]

8 Portishead Machine Gun
Like a musical panic attack, this powerful track is part Kraftwerk and part [illegible] lament.

9 [illegible] Child [illegible]
This [illegible] track with its shouted chorus [illegible]

10 Editors [illegible]
[illegible] away the band's amps, the song's [illegible]

SITE CREW

SO HOW DO I GET VIDZONE?

To get access to Vidzone, go to the 'Music' option on your XMB (the PS3's menu) and click on the icon. You have to download it before you can access it, but it's a relatively small file. You may also have to update the software, and there's an initial installation period.

VIDZONE

SUNDAY JUNE 27TH LINE-UP

SEXY TIME STAGE

Girls. Not wearing much. Oh, and some music

1 Shakira She Wolf
[illegible] pain but no one else [illegible] look so good

2 Joey Negro Make A Move On Me
A [illegible] video where a man is electrocuted every time he [illegible]

3 The Saturdays Just Can't Get Enough (Comic Relief Version)
[illegible] Still good though.

4 Eric Prydz Call On Me
The greatest example of gratuitous sex in [illegible] girls perform aggressive aerobics.

5 Benny Benassi Satisfaction ft. The Biz
Oiled girls in bikinis using industrial machinery [illegible]

6 The Egg Walking Away
[illegible] the band wanted to be in the [illegible]

7 Frankmusic In Step
[illegible] actually-meet kind of girl. [illegible]

8 Fight Club Spread Love
An intelligent visual study of what happens if you give girls in bikinis [illegible]

9 Max Graham Owner Of A Lonely [illegible]
[illegible] school boys hold an open audition [illegible] girls dancing in [illegible]

10 Cornell vs Lisa Marie Experience Keep On Jumpin (Clean Version)
[illegible]

EYE CANDY STAGE

Forget the music. Here are some of the best/weirdest/interesting videos around

1 Sia Clap Your Hands
The [illegible] puppet nightmare. [illegible]

2 Kanye West Good Morning
A beautifully animated short hugely influenced by the Japanese [illegible]

3 Aphex Twin Windowlicker
A [illegible] track and the closest Richard [illegible]

4 UNKLE Rabbit In Your Headlights
A haunting, supernatural flavoured film as a [illegible]

5 Leftfield, Afrika Bambaataa Afrika Shox
This is horrible to watch and never truly [illegible]

6 MGMT Flash Delirium
[illegible] the eel. Oh, and the pulsating [illegible]

7 Major Lazer Hold The Line
A man with a gun for an arm fights [illegible]

8 [illegible]
A smart 'one shot' video as the duo strip naked [illegible]

9 Sibot Super Kill Me
A moody and gleefully evil journey into [illegible]

10 Jamiroquai Virtual Insanity
Jay Kay spins and glides around a magically [illegible]

GET MOTIVATED STAGE

Get psyched, get up and do something

1 Elbow One Day Like This
The [illegible] and chanting chorus makes [illegible]

2 Modest Mouse Float On
Jangly indie pop – whatever happens everything's going to be okay

3 Yuksek Extraball
[illegible] bass line kicks in, it's [illegible]

4 The Go! Team The Wrath Of Marcie
A triumphant collection of feel good brass, [illegible] and Japanese shouting.

5 Florence + The Machine Drumming Song
[illegible]

6 Eminem Lose Yourself
A [illegible] rousing call to man the [illegible]

7 The Hoosiers [illegible]
[illegible] the opening riff out of your head. [illegible] chords

8 Mew She Came Home For Christmas
One of the more gentle offerings but no less [illegible] has an euphoric climax.

9 Sub Focus Rock It
The drum & bass [illegible] will make you wish you [illegible]

10 Guillemots [illegible]
[illegible] number, with a thumping rhythm [illegible]

SITE CREW
SEARCH TIPS

To find the songs we've listed here in our festival playlists, you can search by artist, by album or by song title. It's really easy to find what you're looking for. To queue a song in a playlist, hit ⓞ on the song you want to add. Adverts will play frequently, sadly. It is free, though.

PLAYLISTS NEEDED!
Can you think of a better playlist to kickstart the party, woo a sensitive femme or eject the stragglers from a 2am washout? Share your playlist suggestions on psm3mag.com

WORLD CUP SPECIAL

FIFA vs PES

Both games predict the World Cup, but which is the most accurate?

EA's officially licenced *FIFA World Cup 2010* game *should* be the most accurate simulation of the World Cup, but how can you be sure? Simple: simulate the tournament in both of PS3's leading football games, *PES* and *FIFA*, and see which spits up the most accurate results. Of course, as we type, the World Cup is only just starting, so here's the good bit – *you* get to be the referee.

Over the following pages, we've simulated every game at the tournament (CPU vs CPU), so you can note the real-life results as they happen, and tick off which game is the 'winner' – or at least, the closest to the real-life score. At the end of the tournament, tally up the number of wins, and you can definitively prove which game is most accurate. Still, looking at the virtual results, we don't think Alan Hansen's in any danger yet.

How it works

We set both to maximum difficulty, five min games, CPU vs CPU, reflecting the real life fixtures as close as possible. *PES 2010* doesn't feature Algeria or New Zealand, so we subbed in the teams they beat in the WC qualifiers (though they're listed as Algeria and NZ in the chart). Phew. Note: don't use this to bet. You'll see...

THE GROUP STAGES

Fill in the scores as the World Cup happens to see whether FIFA or PES is most accurate

GROUP A

Date		SCORE		Venue	FIFA SCORE	PES SCORE	WINNER FIFA	WINNER PES
11/06/10 - 15.00	South Africa		Mexico	JOHANNESBURG JSC	1-0	1-0		
11/06/10 - 19.30	Uruguay		France	CAPE TOWN	1-4	0-3		
16/06/10 19.30	South Africa		Uruguay	TSHWANE/PRETORIA	1-0	0-1		
17/06/10 - 12.30	France		Mexico	POLOKWANE	2-0	0-0		
22/06/10 - 15.00	Mexico		Uruguay	RUSTENBURG	0-2	0-0		
22/06/10 - 15.00	France		South Africa	MANGAUNG/BLOEMFONTEIN	1-0	0-0		

WINNER GROUP A

RUNNER-UP GROUP A

FIFA PES

GROUP B

Date		SCORE		Venue	FIFA SCORE	PES SCORE	WINNER FIFA	WINNER PES
12/06/10 - 12.30	Argentina		Nigeria	JOHANNESBURG JEP	2-1	1-1		
12/06/10 - 15.00	South Korea		Greece	NELSON MANDELA BAY/PORT ELIZABETH	0-1	0-0		
17/06/10 - 15.00	Greece		Nigeria	MANGAUNG/BLOEMFONTEIN	0-1	2-0		
17/06/10 - 19.30	Argentina		South Korea	JOHANNESBURG JSC	2-2	1-0		
22/06/10 - 19.30	Nigeria		South Korea	DURBAN	2-0	1-0		
22/06/10 - 19.30	Greece		Argentina	POLOKWANE	1-0	0-1		

WINNER GROUP B

RUNNER-UP GROUP B

FIFA PES

GROUP C

Date		SCORE		Venue	FIFA SCORE	PES SCORE	WINNER FIFA	WINNER PES
12/06/10 - 20.30	England		USA	RUSTENBURG	0-1	1-0		
13/06/10 - 13.30	Algeria		Slovenia	POLOKWANE	0-0	0-0		
16/06/10 - 19.30	Slovenia		USA	JOHANNESBURG JEP	0-1	0-0		
17/06/10 - 12.30	England		Algeria	CAPE TOWN	1-1	1-0		
22/06/10 15.00	Slovenia		England	NELSON MANDELA BAY/PORT ELIZABETH	1-3	1-2		
22/06/10 - 15.00	USA		Algeria	TSHWANE/PRETORIA	3-1	0-0		

WINNER GROUP C

RUNNER-UP GROUP C

FIFA PES

GROUP D

Date		SCORE		Venue	FIFA SCORE	PES SCORE	WINNER FIFA	WINNER PES
13/06/10 - 20.30	Germany		Australia	DURBAN	1-0	0-0		
13/06/10 - 16.00	Serbia		Ghana	TSHWANE/PRETORIA	2-1	0-0		
18/06/10 - 13.30	Germany		Serbia	NELSON MANDELA BAY/PORT ELIZABETH	1-0	0-0		
19/06/10 - 16.00	Ghana		Australia	RUSTENBURG	1-1	0-1		
23/06/10 - 20.30	Ghana		Germany	JOHANNESBURG JSC	0-1	0-1		
23/06/10 - 20.30	Australia		Serbia	POLOKWANE	0-4	0-0		

WINNER GROUP D

RUNNER-UP GROUP D

FIFA PES

GROUP E

Date		SCORE		Venue	FIFA SCORE	PES SCORE	WINNER FIFA	WINNER PES
14/06/10 - 13.30	Netherlands		Denmark	JOHANNESBURG JSC	0-1	0-1		
14/06/10 - 16.00	Japan		Cameroon	MANGAUNG/BLOEMFONTEIN	0-0	0-0		
19/06/10 - 13.30	Netherlands		Japan	DURBAN	1-0	1-0		
19/06/10 - 20.30	Cameroon		Denmark	TSHWANE/PRETORIA	0-0	2-0		
24/06/10 - 20.30	Denmark		Japan	RUSTENBURG	0-0	0-0		
24/06/10 - 20.30	Cameroon		Netherlands	CAPE TOWN	0-1	0-0		

WINNER GROUP E

RUNNER-UP GROUP E

FIFA PES

GROUP F

Date		SCORE		Venue	FIFA SCORE	PES SCORE	WINNER FIFA	WINNER PES
14/06/10 - 20.30	Italy		Paraguay	CAPE TOWN	1-0	1-0		
15/06/10 - 13.30	New Zealand		Slovakia	RUSTENBURG	0-2	0-0		
20/06/10 - 13.30	Slovakia		Paraguay	MANGAUNG/BLOEMFONTEIN	0-1	0-0		
20/06/10 - 16.00	Italy		New Zealand	NELSPRUIT	1-0	0-0		
24/06/10 - 16.00	Slovakia		Italy	JOHANNESBURG JEP	0-0	0-0		
24/06/10 - 16.00	Paraguay		New Zealand	POLOKWANE	1-0	0-0		

WINNER GROUP F

RUNNER-UP GROUP F

FIFA PES

GROUP G

Date		SCORE		Venue	FIFA SCORE	PES SCORE	WINNER FIFA	WINNER PES
15/06/10 - 16.00	Côte d'Ivoire		Portugal	NELSON MANDELA BAY/PORT ELIZABETH	2-0	0-0		
15/06/10 - 20.30	Brazil		Korea DPR	JOHANNESBURG JEP	0-0	1-0		
20/06/10 - 20.30	Brazil		Côte d'Ivoire	JOHANNESBURG JSC	1-1	0-0		
21/06/10 - 13.30	Portugal		Korea DPR	CAPE TOWN	2-0	1-1		
25/06/10 - 16.00	Portugal		Brazil	DURBAN	1-2	0-1		
25/06/10 - 16.00	Korea DPR		Côte d'Ivoire	NELSPRUIT	0-1	0-0		

WINNER GROUP G

RUNNER-UP GROUP G

FIFA PES

GROUP H

Date		SCORE		Venue	FIFA SCORE	PES SCORE	WINNER FIFA	WINNER PES
16/06/10 - 13.30	Honduras		Chile	NELSPRUIT	0-0	1-0		
16/06/10 - 16.00	Spain		Switzerland	DURBAN	3-0	0-0		
21/06/10 - 16.00	Chile		Switzerland	NELSON MANDELA BAY/PORT ELIZABETH	0-2	0-0		
21/06/10 - 20.30	Spain		Honduras	JOHANNESBURG JEP	0-0	1-0		
25/06/10 - 20.30	Chile		Spain	TSHWANE/PRETORIA	1-2	0-0		
25/06/10 - 20.30	Switzerland		Honduras	MANGAUNG/BLOEMFONTEIN	1-2	0-0		

WINNER GROUP H

RUNNER-UP GROUP H

FIFA PES

Turn over to see who makes it through to the latter stages of the tournament

FIFA 2010 WORLD CUP

SECOND ROUND QUALIFIERS

MATCH 49
26/06/10 - 19.30 SCORE NELSON MANDELA BAY/PORT ELIZABETH
France 2-0 Greece
WINNER GROUP A RUNNER-UP GROUP B

MATCH 50
26/06/10 - 15.00 SCORE RUSTENBURG
USA 0-0 Serbia
WINNER GROUP C SERBIA WIN 4-5 ON PENALTIES RUNNER-UP GROUP D

MATCH 51
27/06/10 - 15.00 SCORE MANGAUNG/BLOEMFONTEIN
Germany 0-1 England
WINNER GROUP D RUNNER-UP GROUP C

MATCH 52
27/06/10 - 19.30 SCORE JOHANNESBURG JSC
Nigeria 1-2 South Africa
WINNER GROUP B RUNNER-UP GROUP A

MATCH 53
28/06/10 - 15.00 SCORE DURBAN
Netherlands 1-0 Paraguay
WINNER GROUP E RUNNER-UP GROUP F

MATCH 54
28/06/10 - 19.30 SCORE JOHANNESBURG JEP
Côte d'Ivoire 2-0 Honduras
WINNER GROUP G RUNNER-UP GROUP H

MATCH 55
29/06/10 - 15.00 SCORE TSHWANE/PRETORIA
Italy 2-1 Denmark
WINNER GROUP F RUNNER-UP GROUP E

MATCH 56
29/06/10 - 19.30 SCORE CAPE TOWN
Spain 0-1 Brazil
WINNER GROUP H RUNNER-UP GROUP G

QUARTER FINALS

MATCH 57
02/07/10 - 15.00 SCORE NELSON MANDELA BAY/PORT ELIZABETH
Netherlands 0-1 Côte d'Ivoire
Kalou
WINNER MATCH 53 WINNER MATCH 54

MATCH 58
02/07/10 - 19.30 SCORE JOHANNESBURG JSC
Greece 1-0 Serbia
Salpigidis
WINNER MATCH 49 WINNER MATCH 50

MATCH 59
03/07/10 - 15.00 SCORE CAPE TOWN
South Africa 0-3 England
Lampard (pen)
Ferdinand, Rooney
WINNER MATCH 52 WINNER MATCH 51

MATCH 60
03/07/10 - 19.30 SCORE JOHANNESBURG JEP
Italy 2-1 Brazil
Iaquinta, Cameronesi Elano
WINNER MATCH 55 WINNER MATCH 56

PES 2010

SECOND ROUND QUALIFIERS

MATCH 49
26/06/10 - 19.30 SCORE NELSON MANDELA BAY/PORT ELIZABETH
France 2-2 Greece
WINNER GROUP A GREECE WIN 1-2 ON PENALTIES RUNNER-UP GROUP B

MATCH 50
26/06/10 - 15.00 SCORE RUSTENBURG
England 1-0 Germany
WINNER GROUP C RUNNER-UP GROUP D

MATCH 51
27/06/10 - 15.00 SCORE MANGAUNG/BLOEMFONTEIN
Australia 2-0 Slovenia
WINNER GROUP D RUNNER-UP GROUP C

MATCH 52
27/06/10 - 19.30 SCORE JOHANNESBURG JSC
Argentina 1-0 South Africa
WINNER GROUP B RUNNER-UP GROUP A

MATCH 53
28/06/10 - 15.00 SCORE DURBAN
Cameroon 1-0 New Zealand
WINNER GROUP E RUNNER-UP GROUP F

MATCH 54
28/06/10 - 19.30 SCORE JOHANNESBURG JEP
Brazil 0-0 Spain
WINNER GROUP G BRAZIL WIN 4-3 ON PENALTIES RUNNER-UP GROUP H

MATCH 55
29/06/10 - 15.00 SCORE TSHWANE/PRETORIA
Italy 0-1 Netherlands
WINNER GROUP F RUNNER-UP GROUP E

MATCH 56
29/06/10 - 19.30 SCORE CAPE TOWN
Honduras 0-1 Côte d'Ivoire
WINNER GROUP H RUNNER-UP GROUP G

QUARTER FINALS

MATCH 57
02/07/10 - 15.00 SCORE NELSON MANDELA BAY/PORT ELIZABETH
Cameroon 1-0 Brazil
Chedjou
WINNER MATCH 53 WINNER MATCH 54

MATCH 58
02/07/10 - 19.30 SCORE JOHANNESBURG JSC
Greece 1-0 England
Gehas
WINNER MATCH 49 WINNER MATCH 50

MATCH 59
03/07/10 - 15.00 SCORE CAPE TOWN
Argentina 0-1 Australia
Cahill
WINNER MATCH 52 WINNER MATCH 51

MATCH 60
03/07/10 - 19.30 SCORE JOHANNESBURG JEP
Netherlands 2-2 Côte d'Ivoire
Van Persie, Kuyt Kalou x2
WINNER MATCH 55 CÔTE D'IVOIRE WIN 1-3 ON PENALTIES WINNER MATCH 56

THE ACTUAL WORLD CUP

SECOND ROUND QUALIFIERS

MATCH 49
26/06/10 - 19.30 SCORE NELSON MANDELA BAY/PORT ELIZABETH
WINNER GROUP A RUNNER-UP GROUP B

MATCH 50
26/06/10 - 15.00 SCORE RUSTENBURG
WINNER GROUP C RUNNER-UP GROUP D

MATCH 51
27/06/10 - 15.00 SCORE MANGAUNG/BLOEMFONTEIN
WINNER GROUP D RUNNER-UP GROUP C

MATCH 52
27/06/10 - 19.30 SCORE JOHANNESBURG JSC
WINNER GROUP B RUNNER-UP GROUP A

MATCH 53
28/06/10 - 15.00 SCORE DURBAN
WINNER GROUP E RUNNER-UP GROUP F

MATCH 54
28/06/10 - 19.30 SCORE JOHANNESBURG JEP
WINNER GROUP G BRAZIL WIN 4-3 ON PENALTIES RUNNER-UP GROUP H

MATCH 55
29/06/10 - 15.00 SCORE TSHWANE/PRETORIA
WINNER GROUP F RUNNER-UP GROUP E

MATCH 56
29/06/10 - 19.30 SCORE CAPE TOWN
WINNER GROUP H RUNNER-UP GROUP G

QUARTER FINALS

MATCH 57
02/07/10 - 15.00 SCORE NELSON MANDELA BAY/PORT ELIZABETH
WINNER MATCH 53 WINNER MATCH 54

MATCH 58
02/07/10 - 19.30 SCORE JOHANNESBURG JSC
WINNER MATCH 49 WINNER MATCH 50

MATCH 59
03/07/10 - 15.00 SCORE CAPE TOWN
WINNER MATCH 52 WINNER MATCH 51

MATCH 60
03/07/10 - 19.30 SCORE JOHANNESBURG JEP
WINNER MATCH 55 WINNER MATCH 56

World Cup Predictions

SEMI FINALS

MATCH 61

06/07/10 - 19.30

SCORE

CAPE TOWN

Greece 0-1 Côte d'Ivoire

Gervinho

WINNER MATCH 58

WINNER MATCH 57

MATCH 62

07/07/10 - 19.30

SCORE

NELSON MANDELA BAY/PORT ELIZABETH

England 1-0 Italy

Lampard (pen)

WINNER MATCH 59

WINNER MATCH 60

THIRD PLACE PLAY OFF

MATCH 63

10/07/10 - 19.30

SCORE

NELSON MANDELA BAY/PORT ELIZABETH

Greece 3-1 Italy

Samaras, Gekas x2

Zambrotta

LOSER MATCH 61

LOSER MATCH 61

THE FINAL

MATCH 64

11/07/10 - 19.30

SCORE

CAPE TOWN

Côte d'Ivoire 1-0 England

Drogba (pen)

WINNER MATCH 61

WINNER MATCH 62

MATCH REPORT

England have made it to the World Cup Final. Great. But of course things don't go to plan. Both backlines look strong, but only Lennon makes any impact, running rampant on the right side. However, in the 29th minute, Terry slides in on Romaric from behind and gives away a penalty. Drogba slots it home with an effortless hit down the middle. As the final whistle looms a familiar feeling sinks in for England supporters...

SEMI FINALS

MATCH 61

06/07/10 - 19.30

SCORE

CAPE TOWN

Greece 2-1 Cameroon

Tzioli, Gekas

Enoh

WINNER MATCH 58

WINNER MATCH 57

MATCH 62

07/07/10 - 19.30

SCORE

NELSON MANDELA BAY/PORT ELIZABETH

Australia 1-0 Côte d'Ivoire

Cahill

WINNER MATCH 59

WINNER MATCH 60

THIRD PLACE PLAY OFF

MATCH 63

10/07/10 - 19.30

SCORE

NELSON MANDELA BAY/PORT ELIZABETH

Côte d'Ivoire 1-1 Cameroon

Drogba

Eto'o

CAMEROON WIN 2-4 ON PENALTIES

LOSER MATCH 61

LOSER MATCH 61

THE FINAL

MATCH 64

11/07/10 - 19.30

SCORE

CAPE TOWN

Greece 0-2 Australia

Bresciano, Papadopolous OG

WINNER MATCH 61

WINNER MATCH 62

MATCH REPORT

A new footballing superpower emerges as The Socceroos power their way past Greece to claim the 2010 World Cup. Marko Bresciano nodded in a Scott McDonald cross to open the scoring in the first half, before a Papadopolous own goal made it 2-0 minutes later. Australia continued to dominate and had a stonewall penalty waved away in the 69th minute. The score stuck at 2-0, triggering wild scenes from Sydney to Earl's Court.

SEMI FINALS

MATCH 61

06/07/10 - 19.30

SCORE

CAPE TOWN

WINNER MATCH 58

WINNER MATCH 57

MATCH 62

07/07/10 - 19.30

SCORE

NELSON MANDELA BAY/PORT ELIZABETH

WINNER MATCH 59

WINNER MATCH 60

THIRD PLACE PLAY OFF

MATCH 63

10/07/10 - 19.30

SCORE

NELSON MANDELA BAY/PORT ELIZABETH

LOSER MATCH 61

LOSER MATCH 61

THE FINAL

MATCH 64

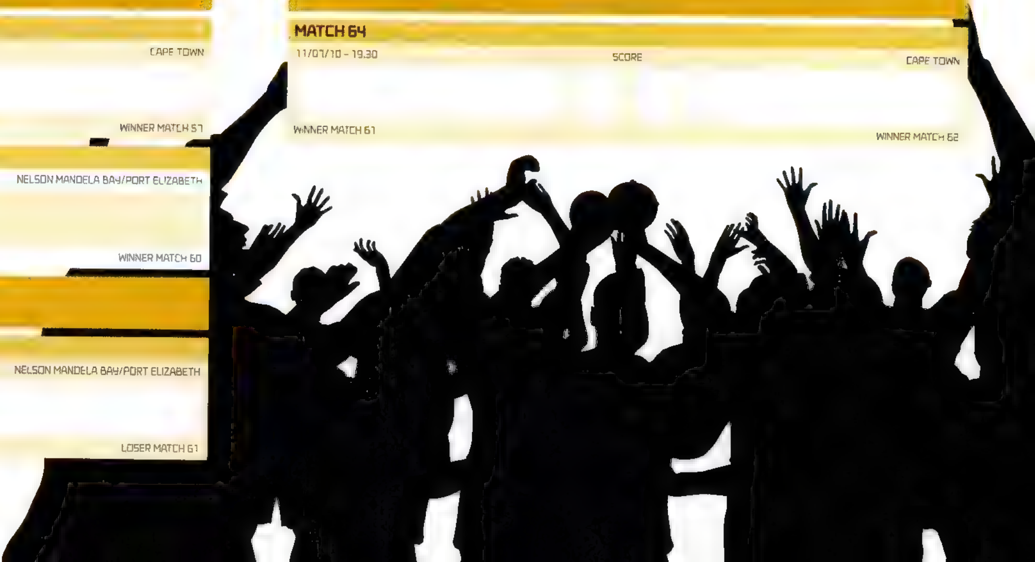
11/07/10 - 19.30

SCORE

CAPE TOWN

WINNER MATCH 61

WINNER MATCH 62



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Letters To PSM3

Your letters and emails, sifted and printed

Rock solid *Demon's Souls* is one of the hardest games on PS3.

"Do developers think they'll lose money by making a game hard?"

I was happy to see that we're finally getting a UK version of *Demon's Souls*. Thank you Namco Bandai. I'm looking forward to playing a game that wont just take me five minutes to finish. I've heard how unrelentingly hard it is and that it's a change from all the 'wrap you up in cotton wool and hold you by the hand' games we get these days. I can't remember the last game that really tested me and my skills as a gamer. These days people just want to rush through a game and be done with it and that's is fine for them. But there are the rest of us that want a challenge – something rarely comes along in modern games. Is the ease of games these days due to the fact that developers think they would lose money if they made a game that was really hard? Do they worry about making players actually think about what they're doing? I myself would welcome more of a challenge from the games I pay £40-50 for.

Lee Kitchen, Tamworth

You're certainly not alone in your opinions. In a recent interview, Ruffian's (*Crackdown 2* on Xbox 360) Creative Director Billy Thompson said "I do worry that we're starting to make games that are potentially too easy to complete. We're aiming at such a wide audience that it would be commercial suicide, but it doesn't stop me longing for the truly selfish opportunity to make a game genuinely challenging."

We agree – single player campaigns, as a whole, are getting easier. However, that's off-set by more online integration (look out for *Brink*, which lets you play the story online against human enemies) and a focus on handing freedom to the player. Sure, you can finish *Fallout 3* in ten or so hours, but would you really want to?

"You What?"

Thanks for writing. No. Really

I like the latest subs cover. It's like a normal cover, only exclusive. And shiny. Two thumbs up.

Amy Garvey, email

Subscriber covers are a regular thing, so we're glad you like them. Our subs offer this month is pretty hot too.

Who needs David Hayter to voice Solid Snake when Andy K does it better

David Street, Fbook

(Imagine Andy K's voice) Wait: are you saying Andy K does Solid Snake better than David Hayter. It can't be...

E3 needs to be big this year... real big!

Jason Crawford, Facebook

It will be. Watch for Sony's press conf on June 15.

> "I can't remember the last time my skills were tested"
> **Lee Kitchen, email** page 68

Colourful language Does all the swearing in *Bayonetta* offend?

Angry young gamer

I completely disagree with Mark Potter's complaints in issue 125 about *Bayonetta*. I understand he was enraged at a game because Sega used bad language and are traditionally involved with bright blue skies and colourful platformer characters.

Sure, gaming has matured since Sonic's heyday; but *Bayonetta* is *not* a Sega game. Sega is just the publisher. The developer of the game is Platinum Games, founded by Shinji Mikami, the genius behind the *Resident Evil* series and the upcoming *Vanquish*.

Bayonetta does not seem too mature for Shinji's audience. So Mr Potter, please realise *Bayonetta* is not a Sega game, and they merely published it.

Henry Fernandez, email

Looks like Mr Potter stirred up quite the hornet's nest with his letter. Henry, you make a good point – you can't just assume a Sega game will extol clean, family friendly values (*Condemned*, anyone?). However, Mark's main gripe was that the swearing seems out of place and a bit forced. We agree with him on that score: some cut-scenes are unnecessary sweary, as if the dev is trying too hard to make an adult game that speaks to the stereotyped tastes of Western audiences.

PSNMail

Mail us at psm3uk

Do It Yourself

How many games let you create your own content on rival systems? We have the ultimate gaming machine in the PS3. *LBP*, *ModNation Racers* and soon *LBP2*.

RichardBradley

It's true, PS3 does user content better than its rivals. Xbox has *Forza 3* and *Skate 3* (also on PS3), but that's about it.

Our biggest fan

Thought you might like to see a photo of every single issue of PSM that's ever been made (or made it into the newsagents at least). Wonder if they're worth anything on Ebay?!

Rich, email

Worth a fortune? Maybe not, but your dedication commands our utmost respect. To show our appreciation we're popping a free game in the post – check out Rich's collection below.

Dedication Dan hasn't even got this many issues. Nice work, Rich.

PSP's biggest fan

I've had my PSP since a couple of months after release, but recently I haven't been using it. I think you should be able to earn PSN Trophies on future releases. You connect your PSP and sync the Trophies on to it so when you can still earn Trophies when we take them away from our homes. There are millions of PSP owners – this could make the device more popular again.

Guy Adams, email

That's a great idea, Guy, although the main reason people have stopped playing PSP is the dearth of quality games. *Metal Gear Solid: Peace Walker* is really the only

I'd love to see a new *Soul Reaver* on PS3 but alas i fink its highly unlikely.

Tristan Wiltshire, Facebook

We'd love to see that too, Tristan. Sadly, Crystal Dynamics are too busy with the new *Tomb Raider* for more Raziel.

I have no interest in Bungie doing a *COD* game. IW made *COD*. Without them it just wouldn't be the same.

theres1dantevil, PSM3 blog

Don't worry, Bungie are working on a new franchise for Activision, which they reckon is going to be bigger than *Halo*. We doubt that, but it's bound to be huge.

The best of PSM3MAG.COM

This month's best forum thread

Topic: Possible Destruction Derby and Driver remakes?

Okay, I know it's living in dreamland, but these two games: *Destruction Derby* and the original *Driver* (at a push *Driver 2*). Imagine if the simplicity of gameplay could be brought back with new HD graphics? Now I'd buy that!

Mysticpuma

A new entry in the *Driver* series is already under way and I myself am looking forward to it.

TheCrimsonFenix

I loved the first two *Destruction Derby* games, especially the first one. I can still remember reviewers waxing lyrical about the graphics and saying how it was head and shoulders above everything else on the PSone. Looking at the YouTube video now though, it looks pretty bad. I'd love a remake - but only if they included the crazy 'Learner Driver' who drives around the tracks backwards.

CHIP

Quote of the month

As uttered on the PSM3 forums

> "*MW3* will be set on the Lost Island where Price will impregnate an obese Soap..."

by Agent_305

Good to hear a new *Driver* is on the way. *1* and *2* were all about the driving. Finding back-streets, smashing through things, evading the Police, chasing someone, etc. In *Driver 2* you could switch cars, and that was fine. The series (I feel) was wrecked as soon as they tried to do a *GTA* version from *3* onwards. Imagine *Driver*, the original, re-made with 360 or PS3 graphics. Simple, basic driving, with awesome visual effects. I can still remember *Driver*, when for the first time, I saw a hub-cap spin-off as I took a corner too hard. Cross-fingers they make a new version with driving the main part of the game, rather than trying to be a jack-of-all trades and mess it up.

Mysticpuma

I remember for years I had *Driver* but I never got past the first mission, I had no idea how to do a reverse 180, so I used to use the free play mode, every time I would just drive into the multistory parking lot, very good times. *Destruction Derby* was good, but I remember there was a rip off called *Demolition Racer*, which I loved more.

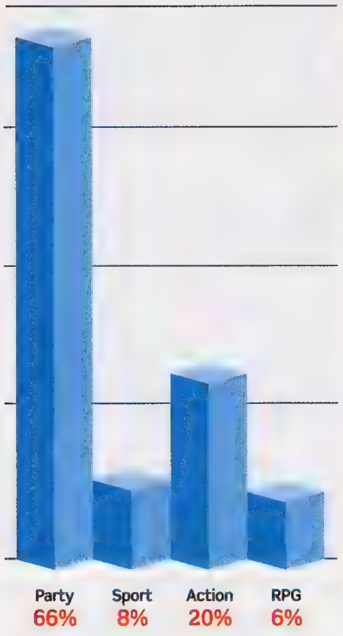
Aidan08

Visit psm3mag.com and have your say

Poll Position

We ask. You answer

This month Which genre is going to make the most of PS Move?



Next Month What will be the biggest shooter of the year? *Call Of Duty: Black Ops*, *Brink*, *Crysis 2*, or *Medal Of Honor*?

To vote check out the 'Poll Position' thread in the 'PSM3 Magazine' forum on www.psm3mag.com

portable title worth playing at the moment, and *God Of War: Ghost Of Sparta* the only quasi-prospect for the near-future. That said, expect *Resident Evil* PSP at E3 in June, along with (rumours suggest) a brand new hardware iteration of the PSP itself.

Finger snippin' good We love the way *Heavy Rain* tells a compelling story.

Cage's biggest fan

Thank God *Heavy Rain* was a PlayStation exclusive. What a game. Just like *Fahrenheit* on PS2, it has made PS3 a console to adore and revere. Who's ever played a game on Xbox that really meant anything? Both *Heavy Rain* and *Fahrenheit* broke the mold in the way that they approached gaming. I took a shave this morning. I've never done that in a game before. I set the table without ruining mother's crockery today. Never done that in a game before. I saved my own son from drowning by shooting a man and driving the wrong way down a duel carriageway, then cutting the end of my pinkie off. Never done that in a game before.

I can understand you giving the game a high 80's, but I really feel that *Heavy Rain* has set the benchmark. So what if it's not to everyone's taste? Not everyone is going to get their kicks with Drake or Snake.

This game deserves to be at the top of the gaming charts for it's audacity and its courage to try the untried. I love *Heavy Rain*. Forget Trophies and play. Get engrossed in the experience!

Samuel Hughes, email

We agree, *Heavy Rain* is an incredible experience, but it's value as a 'game' has split opinion. Being crude, it's 'just' a series of QTEs, albeit emotionally charged ones, and that's tough for some people to get past. It looks like other developers appreciate it, though. In a recent interview Cliffy B, from Epic Studios said "I'm glad that David Cage and the tremendously talented team at Quantic Dream are taking those risks because I couldn't."

PSNMail

Mail us at psm3uk

Virtual ruftie

Just watched the sex scene between Ethan and Madison. Their mouths flap around like they're trying to eat each other. It's even worse than the NPC's in Oblivion when they try to talk.

Jake McKenzie

Yeah, games are yet to nail (excuse the pun) the art of the sex scene. Have you seen the romance in *Dragon Age Origins*? Not good. The best example we can think of is... *Leisure Suit Larry: MCL*. That game went for humour over playing it straight. Teddy? Oh god!

Grumpy old gamer

Perhaps I'm getting old, but I've had a PS3 since launch day, and game my collection is threadbare. Apart from *Heavy Rain*, *Batman* and *Dragon Age* there has been absolutely sod all for the PS3 that could be termed 'really innovative' or 'different'.

Your latest issue showing five bazillion FPS proves the point. Where are the strategy titles (bar *Valkyria Chronicles*)? Where are the tactical games? Where are the cinematic masterpieces (bar *Heavy Rain* and *MGS*)? Where are the different football games? The epic role-playing games?

Remember the days of *Vandal Hearts*, *Okami*, *Onimusha*, *Freedom Fighters*, *Vagrant Story*, *Dino Crisis*?

Paint by numbers ***Valkyria Chronicles*** **is a critically acclaimed strategy title with bags of style.**

"You What?"

Thanks for writing. No. Really

Road Rash HD would be superb. I spent so many hours playing this when I was younger on my MegaDrive.

The_Angry_Badger, PSM3 blog

This is a rumour that has been in the offing for a while after concept footage appeared on the Internet.

I AM THE BALROG MASTERRRRRR!!!!!!! SHORYU SMACK YO FACE IN MY PRE ORDER GUILE T-SHIRT!!!!! I FRICKIN LOVE JURI!!!!!!!

Travis Wellman, Facebook

Quite.

BioShock 2! There's a game that totally surprised me.

Rob McGowan, Facebook

Good, isn't it.

> "I pity the next generation of gamers"
> Rob, email page 71

All excellent games, all with something for every type of gamer. They didn't need online, DLC, 'new outfits for a fiver' to be successful. Why is the industry so dominated by one-dimensional games? Has it forgotten the art of a good story? Yes *Parasite Eve* and *Freedom Fighters* had guns but they were wildly different games compared to the vanilla ton of FPS's on the market today.

I ask you PSM3, where is the variety? *FFXIII* and *WKC* both were terrible, but I'm struggling to name strategy games, point and clicks, tacticals, good RPGs or even a third person shooter with mechanics like *Freedom Fighters*, or as much fun as *Parasite Eve*...

Put simply, the industry is in danger of over-saturating the market with online and FPS rubbish. If its not sorted out sooner rather than later then I pity the next generation of gamers.

Rob, Email

These aren't halcyon days for strategists, or wild innovation – blame harsh market reality – but in many ways, gaming is in a golden age. Sure, there are a lot of unsubtle blockbusters like *COD*, but equally there are more daring games like *Heavy Rain*, *Flower*, *LocoRoco* and *Valkyria Chronicles*.

Very Important Point

EA's attempt to squeeze the life out of pre-owned product by way of VIP codes is a shoddy tactic. Once a product has been sold, they have no right to generate further income from that unit. This isn't a case of publishers protecting profits, it's an exercise in greed. Whether a publisher provides online support and optional DLC is up to them, but to exclude content from those who buy second-hand is a miserly manoeuvre that will elicit anger and cynicism, not brand loyalty. The pre-owned market provides an entry-level to those with little disposable income (ie. kids) who will eventually be in a position to grab new releases. Deterring potential gamers seems like a self-defeating task.

If you buy a game pre-owned you should be entitled to the same experience as its previous owner. Do fiction publishers demand that second hand book stores tear out the final chapter before a sale? Are charity shops obliged by retailers to lop off arms from jackets prior to customer purchase? No. Because once the initial sale has been made and profit incurred, the product is no longer theirs to control. It's time to reject this nonsense, because god only knows where Activision might take it.

Miles Hamer, Email

This is a hotly debated subject, and one we deal with, at length, in PSM3 Podcast 27. Download it from iTunes or our blog (www.psm3mag.com) now.

Tat object of the month

The 'best' of the game-related bilge delivered to the PS

Super Street Fighter IV Character T-Shirts

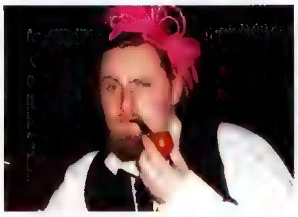
Nothing quite says 'I'm spoiling for a beating' like this, ahem, tasteful *SSFIV* t-shirt sent to us by Capcom. We received two designs; one Guile (see right) and one Ken. Both are pretty hideous.

Where can I get one? Haha it's your (un)lucky day. Apply to be a Top Reader this month and the first two entries will get a t-shirt, free of charge.

Top togs Ha-don't-ken.

PSM3's Top Four Readers

Be heard. Join PSM3's online army today



FACEBOOK

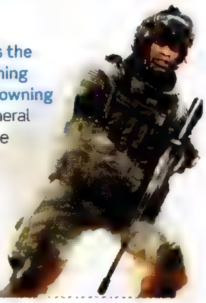
Who are you? James Ramsay
Where are you from? Stevenston, Ayrshire
What bands are you listening to at the moment? Lordi, Tyr, Lady Ga Ga (I know, I know),
What's your favourite game of all time? *Zombies Ate My Neighbours* on the SNES; the gameplay and music are both amazing.
What are your favourite films? Ghostbusters and A Nightmare on Elm Street.
How long have you been reading PSM3? Since the beginning. Was a follower of PSM2.

THE BIG Q What's the best thing about owning a PS3? Its variety. Blu-rays, MP3s, photos and the games are top quality. Online play is free as well. :D

FACEBOOK

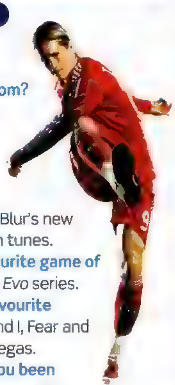
Who are you? Christopher Gill :)
Where are you from? Pontefract, West Yorkshire, UK
What bands are you listening to at the moment? I listen to a lot of MGMT, Muse, Oasis. The old bands never got old in my eyes.
What's your favourite game of all time? The *Call Of Duty* Collection especially *MW2*.
What are your favourite films? The Hangover, very funny and is a must see.
How long have you been reading PSM3? Since Christmas, and i will carry on doing so.

THE BIG Q What's the best thing about owning a PS3? The General fun, you are able to play against friends, and it's social yet competitive. :)



FACEBOOK

Who are you? David Dubery
Where are you from? Stardust, but currently on planet earth
What bands are you listening to at the moment? Blur's new one – compilation tunes.
What's your favourite game of all time? The *Pro Evo* series.
What are your favourite films? Withnail and I, Fear and Loathing in Las Vegas.
How long have you been reading PSM3? Issue 2. It came with a free dust cover which I still use.



THE BIG Q What's the best thing about owning a PS3? It looking like a 1980's microwave.

FACEBOOK

Who are you? Ben Potter
Where are you from? Oxford
What bands are you listening to at the moment? Gorillaz + Jack Johnson
What's your favourite game of all time? *FFVII*
What are your favourite films? Dodgeball, Hot Rod
How long have you been reading PSM3? Since the first issue (of PSM3 that is).

THE BIG Q What's the best thing about owning a PS3? The Blu-ray play... nah, just kidding, the increasing catalogue of excellent exclusives.

Want to make our top readers? Send us a MySpace friend request, join the Facebook group or comment on the blog at psm3mag.com

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KILL BILL
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R ews

justice

76 Red Dead Redemption

HIGHLIGHTS

Duels at high noon
Big Boss forms an army
Retro mayor gets punchy

▶ Start

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> **"All the best bits of the Metal Gear Solid series"**
> MGS: Peace Walker pg 82

PSM3 BUY IT

'Buy It' Award
If you see this, then you should buy that game.

THE TEAM

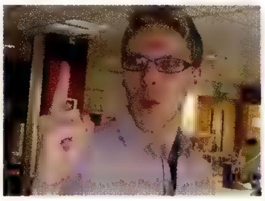
The world's greatest thinkers, poets and artists

Daniel Dawkins
Specialist in Extreme sports, ten course sashimi dinners.
Playing *PES 2011*: "What's that? *Another* raw fish. Oh, good."

Andy Hartup
Specialist in Shooters, dance routines with scary plastic men.
Playing *Red Dead*: "Yeeehaw! Saddle 'em up! Draw! etc."

Andy Kelly
Specialist in RPGs, making the same face every month.
Playing *ModNation Racers*: "Maybe I can design another expression."

Owen Hill
Specialist in Beat-'em-ups, playing with genuinely real weapons.
Playing *SSFIV*: "If only Guy had an AK-47. Then I'd rule even more."



Mike Gapper
Specialist in Action, warfare, guns, explosives, tactics, destruction.
Playing MGS: *Peace Walker*: "Peace? Hah! Peace is for wimps."

Format PS3 | **Price** £50 | **Release** Out now
Pub Rockstar | **Dev** Rockstar San Diego
Multi-player 1-16 | **Trophies** 48

Red Dead Redemption

Stunning vistas and restrained story telling makes Rockstar's epic the finest game in the Wild West

First things first - you want to know how this open-world Western compares to Rockstar's *other* open-world game, right? Fair enough. Is this Grand Theft Horse? No, that's an insulting comparison that doesn't begin to describe *Red Dead*'s beauty. Is this a better game than *GTA*? Technically, atmospherically, visually: absolutely. Narratively? Too subjective to call. Will you enjoy it more than *GTA IV*? That depends on how much you like the setting.

We're under no illusions that urban sells. Given the choice, people would rather shoot Uzis and drive cars than gallop through canyons on a horse. True, *Red Dead* does its best to lure in the *GTA* demographic with the promise of bloody shoot-outs, animal-skinning, and Deadwood-grade swearing, but its biggest strength lies

Spur your horse too much and it'll throw you.

PSM3
BUY IT

in how faithful it is to frontier life, and of course, the incredible landscapes that spill out from both sides of the US/Mexico border. You won't find any 'teetee bars' here...

Stay for the scenery

While the three distinct areas you play within are stunning to look at, *Red Dead* never outdoes other PS3-lookers, like *Uncharted 2* or *Killzone 2*, in terms of sheer sharpness and obvious beauty. There's no equivalent, for example, of the snow in the crashed-train section of *Uncharted 2*. But there are scenes that stop you in your tracks and demand to be

KNOW IT NOW

A massive single-player sandbox? ✓

Decent variety and gameplay? ✓

Colourful cast and cracking story? ✓

Will you finish it in a weekend? ✗

"Is this Grand Theft Horse? No, that's an insulting comparison"

Gameplay

How to spend 30 hours in Red Dead

Here is how we split our time...

POST STORY

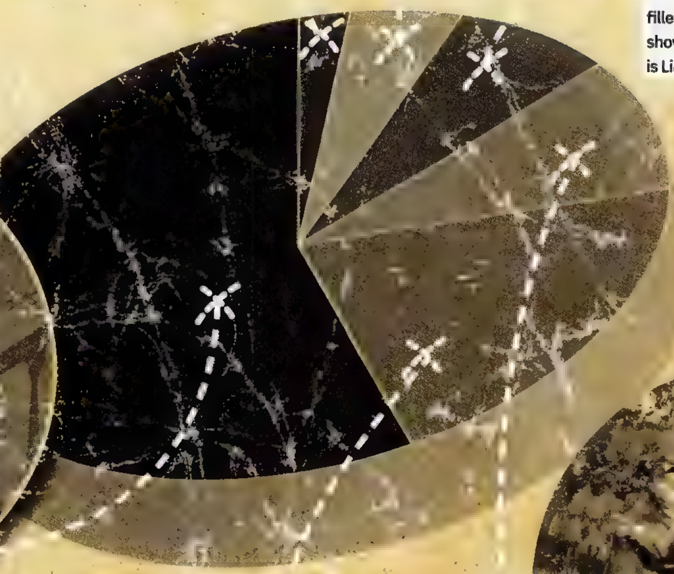
Once you finish the main plot there are new missions to tackle throughout the world, so there's plenty of incentive to keep playing. There is one major difference to how the game plays... but we're not going to say why.

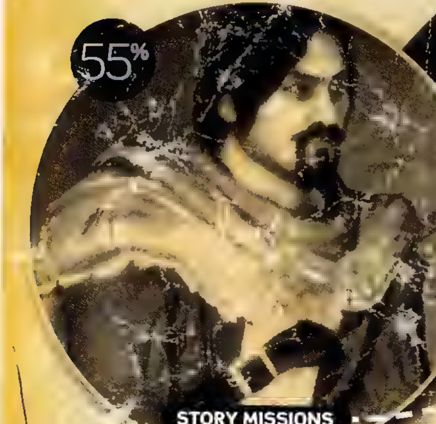
SAVING A DAMSEL IN DISTRESS

Ride through the world and you're given plenty of opportunities to stop and influence a randomly generated event. These range from wagon hold-ups, to duel challenges, and even rescuing strangers from packs of wolves.

PLAYING GAMES

There are plenty of mini-games in *RDR*. Horse-shoes, poker, horse rustling, five-finger fillet – there are even cinemas that show silent movies. Our favourite past-time is Liar's Dice, though. It's a nice little earner.





STORY MISSIONS

Red Dead is a story-driven game, and although messing around in the world is half the fun, you'll spend slightly more than half your game working with the main protagonists. The majority are enjoyable, worth-while set-pieces.

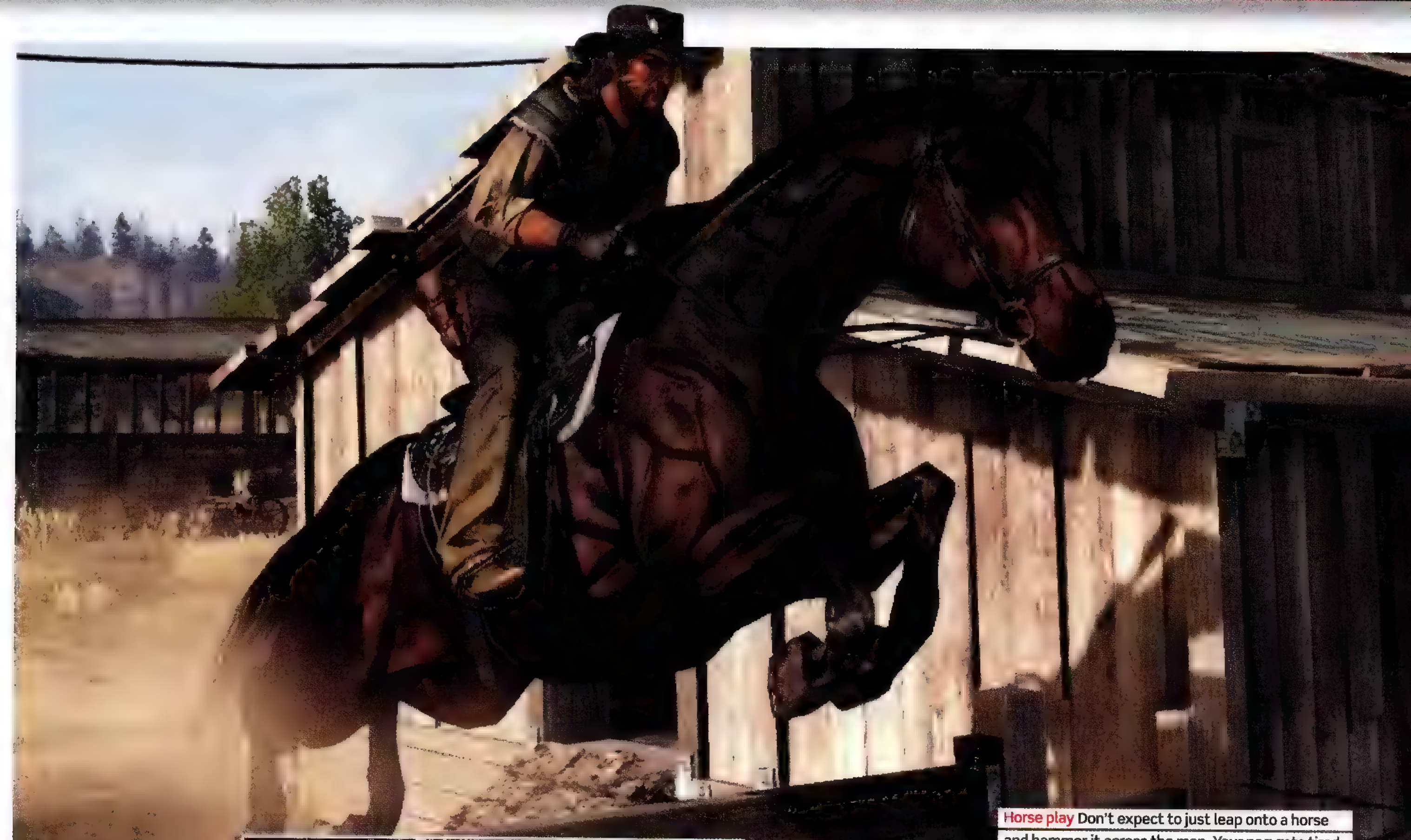
PICKING FLOWERS

Well, picking flowers, skinning animals and hunting for treasure. There's four categories of mini-challenges. They ask you to 'skin five deer' or 'find eight Desert Sage plants' to level up. Being a rank five survivalist (flower picker), for example, doesn't alter the game, but opens up unlocks.

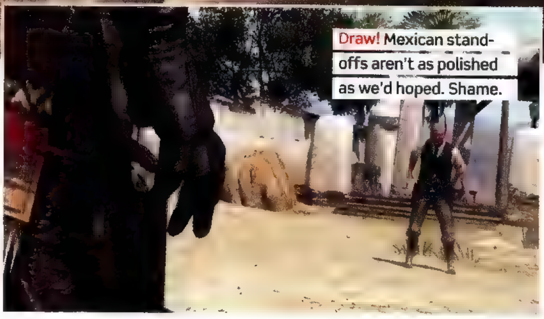
HELPING OUT

Outside of the main plot you can do missions for strangers. These add a bit of spice and colour, and they can be anything from rescuing lost wives/husbands from cannibals to helping a journalist find the next big scoop.

> **"There are cinemas that show silent movies"**



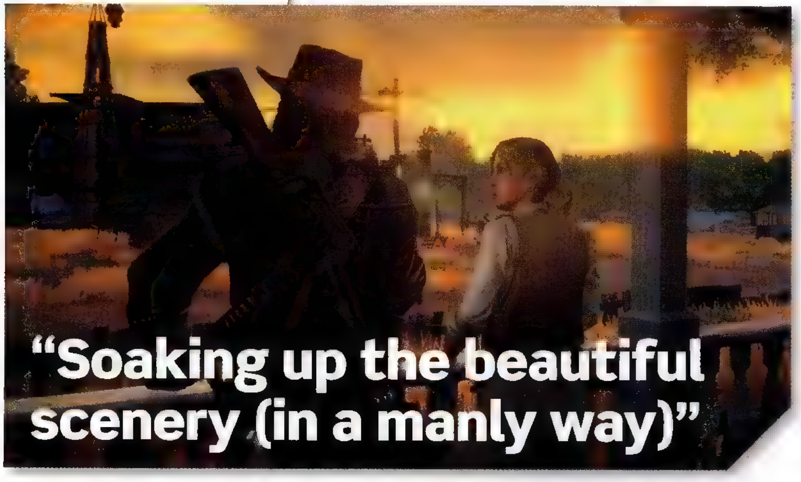
Horse play Don't expect to just leap onto a horse and hammer it across the map. Your nag gets tired and if you gee it up too much, it'll throw you off.



Draw! Mexican stand-offs aren't as polished as we'd hoped. Shame.

appreciated. For us, the biggest wow moment came half way through the main story, when we found ourselves on an isolated fort in the Mexican portion of the map, Nuevo Paraiso. As we looked out from the top turret, the sunset bathed the whole canyon a brilliant shade of orange, accentuating the curves of the gorge below and highlighting the monolithic rocks that punctuated the valley. Vultures flew overhead, picking at the spoils of our recent fire-fight, and the people in the fort went about their business. It was a perfect snapshot of what *Red Dead* is about: being the best, most atmospheric game it can be. That moment alone puts the concrete detail of Liberty City in the shade.

Fave Feature



"Soaking up the beautiful scenery (in a manly way)"

Posse galore

***RDR* also has a sizeable multi-player portion, which we'll review next month. Not only are there adversarial modes, but you can also free-roam the entire single-player map with seven of your buddies.**

What impresses more, though, is that the world feels alive. And we're not just talking about the town folk reacting to you, or the incidental events as you ride through the environment (like robberies, posses tracking down criminals, or men hunting). There's wildlife everywhere, and although not the fully-fledged eco-system the developers were hinting at pre-release, it all feels like a natural extension of the scenery. Some you see – like armadillos darting between bushes in the Mexican desert, or bears lumbering through the woodlands in the northern territories – and some you hear, like crickets or crows overhead. The environments may seem like expanses of loneliness, but they're teaming with life.

Easily distracted

And yet, strangely, *Red Dead*'s enormous scope and beautiful world is also its biggest enemy. To get the most

Good, bad, ugly Buy yourself a bandana to cover your face, and you can get away with bad deeds.

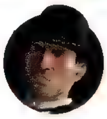
“Each mission holds together in the context of the overarching story”

out of it, to experience the fascinating story of John Marsden, you need to finish the main story. The pay-off at the end is worth the price of admission alone, but to get there you have to complete roughly 15-20 hours worth of missions, watch hundreds of typically well-scripted cut-scenes featuring characters that are both distinct and likeable, and not get lured away by all the treats the world tempts you with. Can you ride past a man being chased by coyotes and not stop to help him? Can you resist the urge of checking ‘just one more location’ for a spot of buried gold? Can you gallop past a Grizzly bear without stopping to shoot it down and skin it for Trophies? Nine times out of ten, the answer is ‘no’.

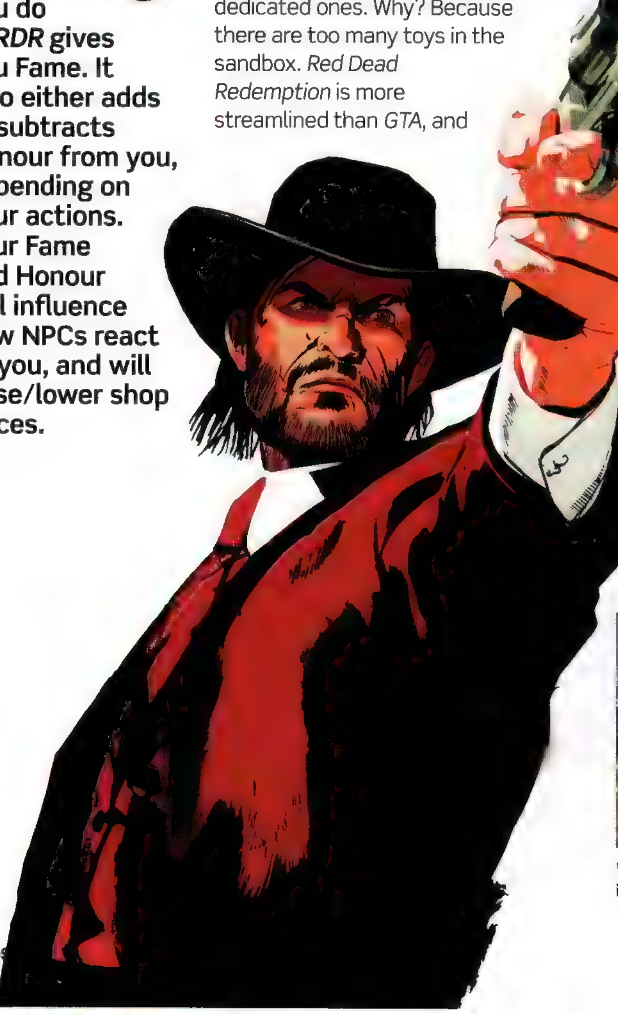
The upshot is an investment of 30 or so hours spent in the game to reach the climax. Even then, there are fresh missions to complete once the credits have rolled. Past experience with stable-mate, *GTA IV*, has taught us that the majority of gamers never actually reach the finale – even the more dedicated ones. Why? Because there are too many toys in the sandbox. *Red Dead Redemption* is more streamlined than *GTA*, and completing the story missions leads to new equipment and genuine progression, but the urge to wander is still strong.

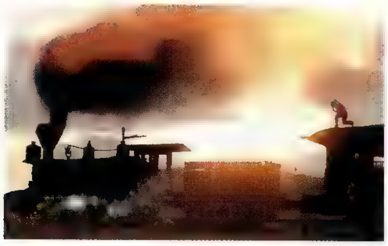
Get stuck into the plot, and the main missions bring plenty of variety – much more than we feared from early hands on sessions. Although the most common scenario sees you riding to a point on the map, shooting up some bad-guys and then leaving, these are punctuated by some thoughtful and genuinely different tasks. Like herding cattle across the plains, or acting as a shill for a Snake Oil doctor, or teaching another character how to hunt wolves. Importantly, though, each mission holds together in the context of the overarching story – there's never a sense that

Fame game

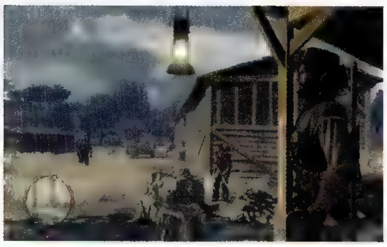


All that you do in *RDR* gives you Fame. It also either adds or subtracts Honour from you, depending on your actions. Your Fame and Honour will influence how NPCs react to you, and will raise/lower shop prices.





Chuffed to bits There are several train missions, but none are as irritating as the one in *GTA San Andreas*.



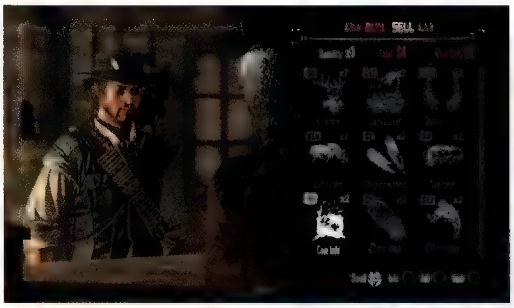
Wet weekend Impressively, the world changes when it rains. Your horse's hooves squelch as it gallops.

Red Dead Redemption

"There's nothing over the top or try-hard about *Red Dead Redemption*"

He's behind you Luckily there are no stealth sections in *RDR*. Great restraint from the devs, we feel.

Food for fort Once you've visited them in the story, certain forts (gang hideouts) can be replayed. They give you big Fame boosts.



Shop of horrors Trading skins at shops all over the map is a great way to make a quick buck. Some outlets pay more for specific animals.

Top of the world We're yet to play the multi-player, but the idea of roaming the world with a posse of buddies is mouth-watering.

Rockstar San Diego has crammed in variety for the sake of it, or that what you're doing deviates from your overall goal of revenge. The only real weak-spots in the otherwise excellent narrative stem from the occasional bout of stupidity from Marsden himself; the various factions who claim to be able to help him find the members of his old gang (who he's hunting on behalf of a shadowy government organisation) string him along for ages without coughing up any info, and it's usually blindingly obvious to everyone but Marsden himself who's planning to help, and who's just taking advantage.

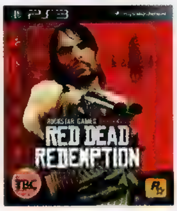
Show-downer

Another slight disappointment is the duelling. It feels too random. Sometimes you win, sometimes you lose and there's little rhyme or reason to why. It's down to a combination of poorly worded tutorials and controls that feel out of sync with the rest of the game. Not a huge problem – but as duelling is an iconic part of virtually every Western film, we're disappointed Rockstar didn't quite nail this aspect.

Even the usually divisive soundtrack is well done. There are no radio stations (duh) or hastily shoe-horned Country and Western themed tracks playing here – just the sporadic snippet of an instrumental track played on guitar. Music fades in and out to complement the scenery, the time of day, and the on-screen action; so while you're aware its there, the soundtrack is never intrusive or game-breaking. There are a couple of moments where you actually hear a song (performed by Jose Gonzales – his track Heartbeats was on the Sony Bravia advert with the coloured balls bouncing down the hill) kick in, as they mark special moments in the game. With such scarcity of music, we desperately wanted these particular vignettes to last longer – but that's precisely the point. In sharing the experiences of our hero, Marsden, we can empathise when the bright flashes in his otherwise murky world seem to fade all too quickly.

This refreshing restraint is evident throughout the game. It's not just in the soundtrack – it's in the scenery, it's in the dialogue, it's in the missions. There's nothing over the top or try-hard about *Red Dead Redemption* – you never get the feeling the developers have taken aim at a specific rival, or made deliberate strides to avoid being pigeon-holed as *GTA* Wild West. Sure there are similarities between the two Rockstar games, but *Red Dead* stands aside from and – even though the office is split, with some preferring *GTA's* scuzzy urbanity – arguably taller than its urban cousin. **Andy Hartup**

PSM3 Verdict



***Red Dead Redemption* contains...**

Beautiful vistas | Cattle herding

Jose Gonzales | Grizzlies

Overall No filler, no gimmicks: just effortless and engaging beauty.

94

Format PSP | **Price** £30 | **Release** Out now
Pub Konami | **Dev** Kojima Productions
Multi-player 1-8 | **Trophies** N/A

Metal Gear Solid: Peace Walker

Raw, radical Koj-enius in PSP's *true MGS3* sequel

KNOW IT NOW

- **A massive campaign** ✓
- **Hundreds of bonus missions** ✓
- **A ripping, typically nonsensical story** ✓
- **Bonkers Metal Gear bosses** ✗

Peace Walker is what happens when Hideo Kojima makes a game about everything. Freed from PlayStation 3 mega-budgets and the kind of management pressure that comes with building the game everyone bought a PS3 for, *Peace Walker* is every idea in Kojima's brain indiscriminately emptied onto a UMD.

Of course *Peace Walker* is the stealth action game you came to the party to play, but within a mission or two the game opens up like no *Metal Gear* before it. On the battlefield it's a *Pokémon* mission to catch and recruit as many soldiers for your army as possible. Off the battlefield it becomes a *Football Manager* game of management and development, where you'll assign recruits to research new weapons, repair captured vehicles and heal their wounded team mates.

Play more and you'll find a rock-solid multi-player shooter for up to eight people and a massive co-op stealth game for four. Keep playing and *Peace Walker* has you building your own Metal Gear and sending men and machines out on missions in dedicated squads for dedicated jobs. Your army becomes stronger with every mission but if you lose a man you can always recruit more, not just from Snake's campaign missions or the hundred Extra Ops bonus levels, but from any wi-fi hotspot. If you find yourself with too many soldiers you can even trade the surplus with your friends or exchange them for weapons and items sent via wi-fi.

Two for fun Almost every mission supports co-op, but some can handle only two or three, not four.

PSM3 BUY IT

Die hard Solar systems live and die in the time it takes to kill the bosses.

They're familiar ideas. *Peace Walker* takes the best bits from every *Metal Gear Solid* game – the recruitment tricks and base building from *Portable Ops*, the camouflage and multi-player from *MGS3: Snake Eater*, the stripped-down controls from *Metal Gear Solid 4*, and the bonus missions and minigames from *VR Missions* – and brings them together for the first time. *Peace Walker* unites ten games' worth of ideas in a cold war setting that Kojima wallows in as if this is what *Metal Gear* would always have been if only his bosses had let him get on with the business of being utterly mental.

Old war

Following Big Boss in the years after the events of *Snake Eater* cost him an eye and a mentor, *Peace Walker* is all double-crosses and cold war espionage. It's a time when Mutually Assured Destruction guarantees a world without war, but where questions about whether human fallibility might jeopardise the 'mutual' part of the equation demand an answer. That answer is Peace Walker – a mobile nuke launcher that will retaliate without human intervention, and a mechanised monster that sinister types in both the US and the USSR would see activated whether it's fired upon or not.

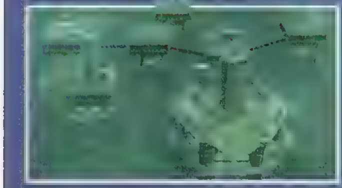
As in *Snake Eater*, *Peace Walker*'s campaign is spent mostly in the jungle with occasional interludes in fortified enemy bases or on mountainsides, and as in *Snake Eater* it's a campaign you'll spend in hiding, using camouflage to blend in to the obscenely beautiful environments. It's a masterclass in pushing the PSP further than it ever wanted to go and sucking the battery dry at a frightening rate. And though the loading points are frequent and the levels kept short to make them handheld-friendly, there's no doubt that this is the world you know from *Snake Eater* or that *Peace Walker* is no side story or cash-in, but a real and complete *Metal Gear* game.

Once the campaign is over, *Peace Walker* keeps on giving. The boss battles and regular missions can be replayed alone or with friends to recruit new men, capture new hardware and secure parts for Metal Gear Zeke (Big Boss's own walking tank), which extends the campaign even further once it's up and walking around. There are a hundred Extra Ops too, some recycling campaign maps with new enemies and objectives, and others creating new challenges in

Gameplay

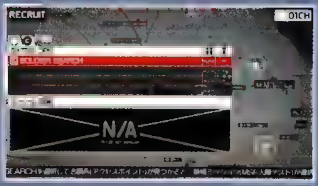
MGS: PW's mad variety: revealed

Breaking down Peace Walker's options



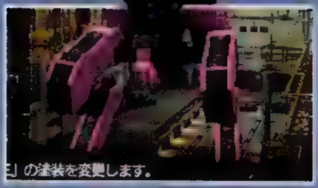
MOTHER BASE

Every action you take begins here. At first the Big Shell-style base is just a single platform off the coast of Costa Rica, but it quickly grows as you progress, adding new platforms and, with them, new ways to play the game.



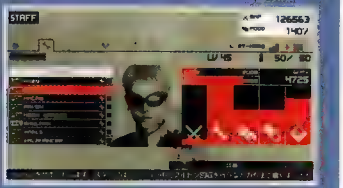
WI-FI RECRUITMENT

Set your PSP to seek out wi-fi signals and *Peace Walker* creates a new soldier who can be quickly recruited into your army. The 'entrance exam' involves beating the living piss out of him on a rainy beach. He's yours after a takedown or two.



ZEKE

Metal Gear Zeke - shown here in stylish pink and missing its head - is the Mother Base's private Metal Gear. Every fight against an AI-controlled Peace Walker variant drops Metal Gear parts that can be used to construct your own machine.



YOUR ARMY

The Fulton Recovery System allows you to pluck soldiers from the battlefield. Some will resist recruitment, others will need to wait in hospital before they're useful. Even tanks and choppers can be signed up by beating them the right way.

SALAMANDER
LIFE +710
MNTL +406
GMP+ +502

LEVELLING UP

Peace Walker builds grinding into every aspect of the game. The more Snake fights with specific weapons, the more powerful those weapons become; the more missions his recruits go on - either on the battlefield or in Outer Ops - the stronger they'll grow.

OUTER OPS

Peace Walker's mini-strategy game relies on careful squad selection... and luck. Send squads into battle then take Snake on a mission or two, and you'll return to the results. Success adds levels to your men; failure leads to injury and even death.

VERSUS OPS
TOP MENU

VERSUS OPS

Versus Ops is the adversarial multiplayer mode. It's not as sophisticated as *MGS4* or *Snake Eater*, but its four-on-four battles play out in distinctly *Metal Gear* fashion, with camouflage and stealth working surprisingly well on the PSP's small screen.

DELIVERY
CREATE NEW GIFT

TRADING

Soldiers and items can be traded using a window showing all the men you're offering and the men your friend has in exchange, or by creating a gift box filled with guns and items. You can even set an 'open on' date then tune to play when they get the gift.

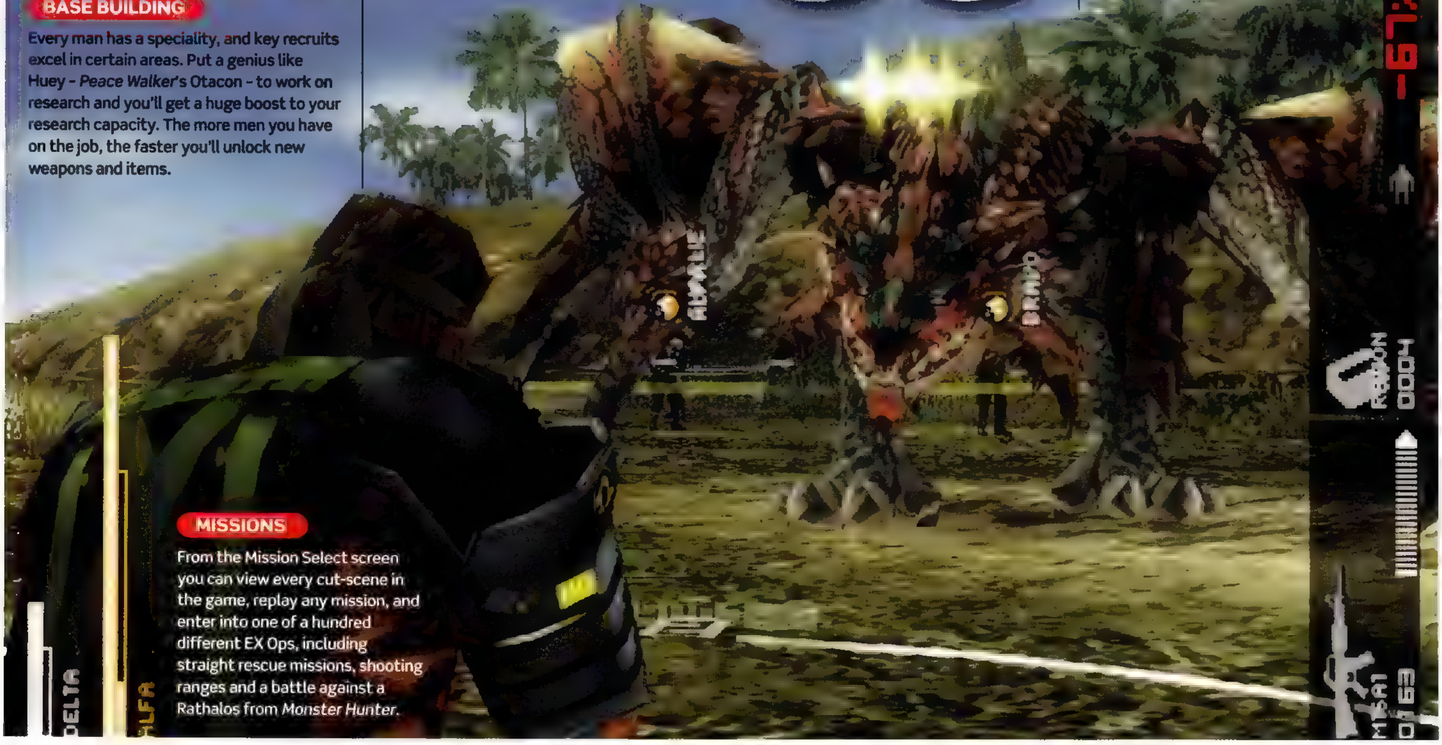
DEVELOP
WEAPON

BASE BUILDING

Every man has a speciality, and key recruits excel in certain areas. Put a genius like Huey - *Peace Walker's* Otacon - to work on research and you'll get a huge boost to your research capacity. The more men you have on the job, the faster you'll unlock new weapons and items.

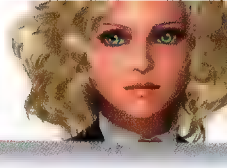
AND THE REST

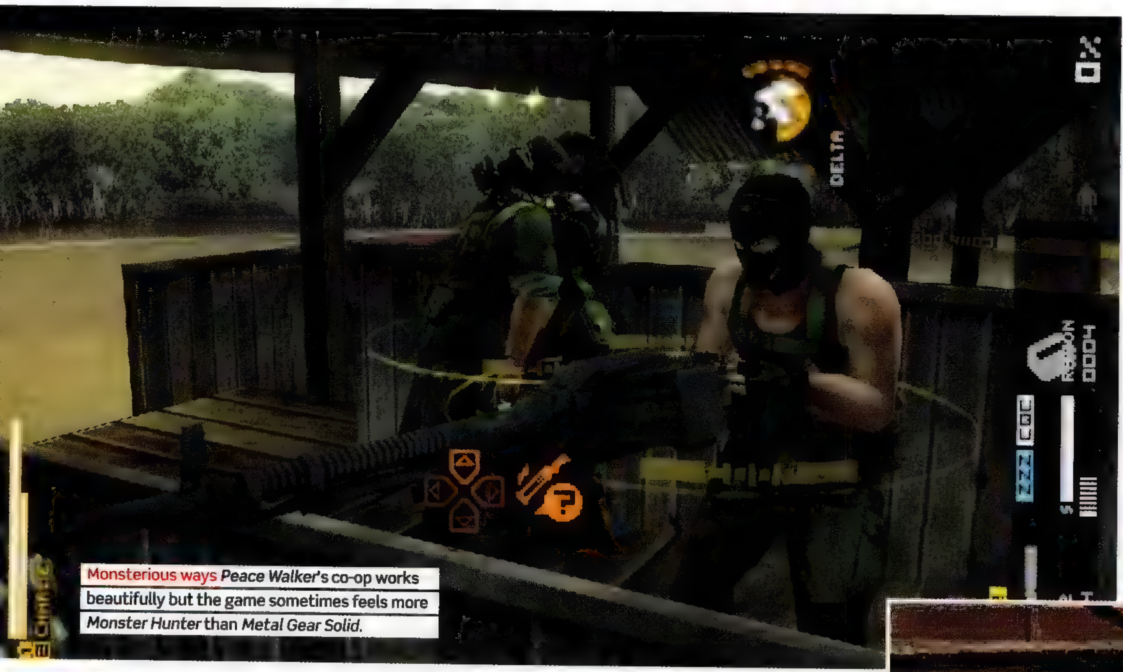
Peace Walker is loaded with unlockables and extra features, from the traditional Tuxedo, to dozens of individually voiced briefings on *Metal Gear* history, to a logbook that tracks literally every action you've ever taken in the game in chronological order, creating a complete *Peace Walker* diary.



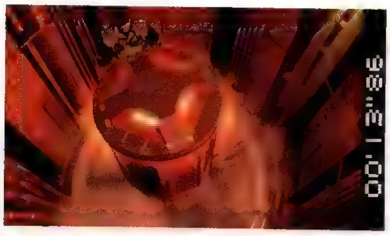
MISSIONS

From the Mission Select screen you can view every cut-scene in the game, replay any mission, and enter into one of a hundred different EX Ops, including straight rescue missions, shooting ranges and a battle against a Rathalos from *Monster Hunter*.

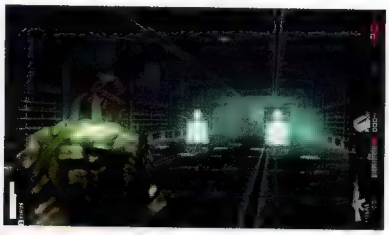




Monsterious ways *Peace Walker*'s co-op works beautifully but the game sometimes feels more *Monster Hunter* than *Metal Gear Solid*.



Core blimey Every time you take down *Peace Walker*'s AI you'll strip the core for parts.



Ranger Danger Shooting galleries aren't quite the pain you'd expect from the PSP's controller.

Paz the buck The Date With Paz EX Op mission is a slice of pure fan service for dorks.

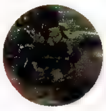
unique locations including a *Monster Hunter*-themed fight against a dragon and a decidedly shady 'date' with not-nearly-legal-yet support character Paz Ortega.

Yet for the most part *Peace Walker* is curiously serious in a way other *Metal Gears* aren't. There are no cola-chugging monkeys or Sixaxis-controlled breasts; only CIA spooks, Spetznaz bastards, and state of the art military hardware to fight in lieu of psychic soldiers or bosses made of bees. Those boss fights are *Peace Walker*'s weakest moments. Alone, they're gruelling wars of attrition rather than tests of skill, climaxing with a fight against the Peace Walker itself which will chew up a full half hour of a lone player's time thanks to the fact it boasts a health bar longer than Andre the Giant's trouser legs. They're fights clearly inspired by Capcom's PSP-saviour *Monster Hunter*, built for groups of friends more than individuals, but they can be trucked through alone with some brass balls and steely thumbs.

Close quarter control

All of *Peace Walker*'s ideas would be for naught if those steely thumbs rested on controls borrowed from *Portable Ops*. Kojima's last shot at the PSP was a digit-wrenching misery with more actions than should ever be shoehorned onto the PSP's already fiddly controller. *Peace Walker* fixes this by changing the buttons and by changing the game. First, those controls resemble *MGS4*'s more western setup – aim on the left trigger, fire on the right, camera control on the face buttons, and movement on the nub. It leaves few buttons free for *Metal Gear*'s more elaborate sneakage, so *Peace Walker* doesn't bother trying. You can crouch and run but not crawl; you can lock to cover but not move; and you can CQC a man but can only drag him once he's down.

On the wireless



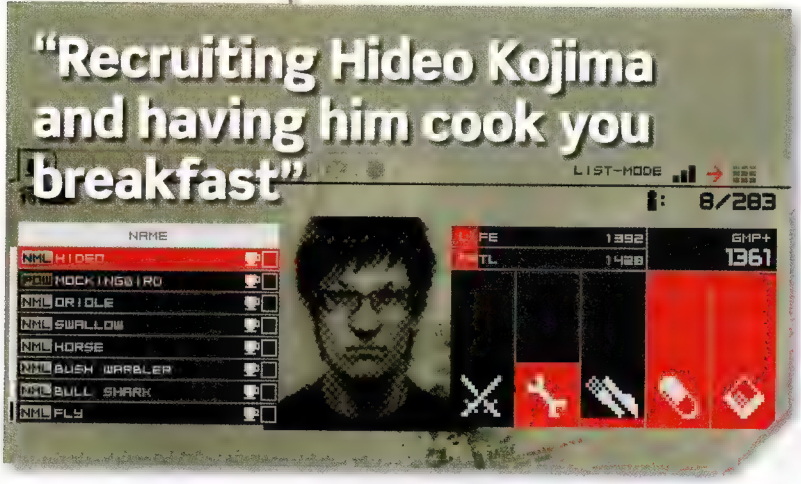
Peace Walker already has a stack of DLC available in Japan, including new camouflage patterns, a tune for the Walkman, and a new voice for Zeke.

It all makes for a game that *works* the way a *Metal Gear* game should. It's a setup you can learn to live with very quickly. Those right-hand face buttons will betray you during the game's most intense action sequences, but for the first time this is a handheld *Metal Gear* that *can have* intense action sequences, even if they're not as manic as the ones Kojima would throw at you if he had two analogue nubs available.

Kojima's team did the best they could and it's more than good enough to call *Peace Walker* a genuine *Metal Gear Solid 5*. There's almost too much game here – there's no bigger game on PSP and no more varied game in the entire *Metal Gear* series. It's a technical showcase, sure, but *Peace Walker* is also a creative showcase that proves that nobody on Earth makes games like Hideo Kojima – because nobody else ever *could*.

Mike Gapper

Fave Feature



"Recruiting Hideo Kojima and having him cook you breakfast"

PSM3 Verdict

METAL GEAR SOLID
KONAMI

MGS: Peace Walker **contains...**

Remarkable depth | Four-player co-op
Trademark *MGS* greatness | A Rathalos

Overall The best of the *Metal Gear Solid* series, let down only by the hardware on which it runs.

91

Format PS3 | **Price** £50 | **Release** Out now
Pub THQ | **Dev** EA Yukes
Multi-player 1-2 | **Trophies** 37

UFC Undisputed 2010

A much improved scrapper, but at a cost

Here's the good news: Yukes have answered our prayers and delivered a more compelling story to accompany the career mode in *UFC Undisputed 2010*. Now you get to fight through amateur bouts, up through the World Fighting Association and into the big leagues of the Ultimate Fighting Championship. You'll also find a more user-friendly feel to the grappling as opposed to the mash-the-pad-until-something-happens system from the original. It's all on the right stick now, so there's no bashing your buttons to break from a choke - just rotate the stick clockwise. The thing is, it comes at a price - mainly a lot of irksome things left over from *UFC 2009*...

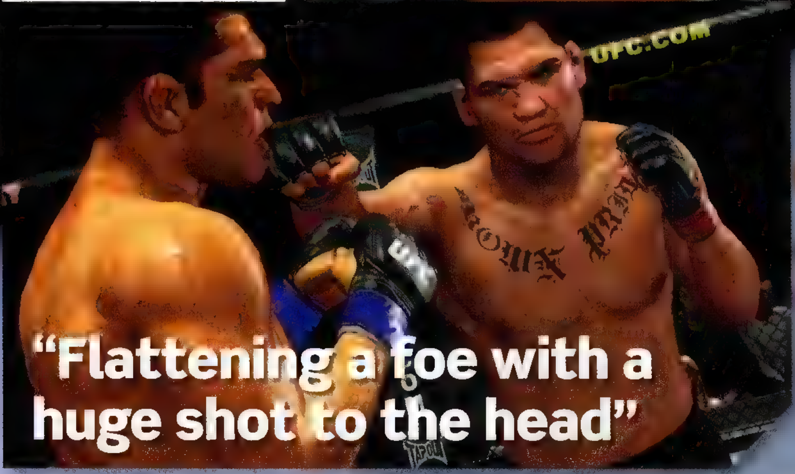
Back for seconds

We don't want to discredit the sterling work that the devs have put into this sequel, because overall it feels more like a visceral reboot than a flaky update, but certain things like animations, commentary and some ground-game aspects are unchanged. Here's one for you - whenever you knock a gassed opponent (that bit when the screen all goes grey for a few seconds) on his ass there's only one animation for finishing him with punches. Sure it all feels pretty meaty as you stand over your prone foe and rain down fists of justice to his noggin, but after the first few times it starts to grate. Then there's the commentary from the official UFC men, Joe Rogan and Mike Goldberg. It creates an authenticity for your bouts but they'll repeat lines of script over and over again to the point where you sort of want to switch it off. And although said grappling has been made easier, some mat-based tussles can be incredibly frustrating for beginners. These things, and more, shall be hereby known as the *Smackdown vs. Raw* effect - where big changes are made elsewhere but key issues remain the same.

Aside from these niggles, *UFC Undisputed 2010* is a riot. It's a pure gaming example of one of the fastest growing sports in the world and, ultimately, a great way to knock the stuffing out of people while feeling like a big man. An improved roster now packs in over 100 fighters to choose from including Anderson Silva, Chuck Liddell and ex-WWE turned pantomime villain, Brock Lesner. There's also the introduction of the UK's Dan Hardy and illegal fight star, Kimbo Slice. The new story mode now features interaction with the fans and sponsors - so thanking them will mean you either a) gain more popularity or b) more credibility for your man. You can also make or break friendships with rival fighters along the way by saying positive or negative things about them. And brilliantly, you can now train in a variety of disciplines and learn unique moves like Matt Hughes' front kick.

For casual fans, or even those of us who love watching blokes get knocked out, there's a selection of videos, which you can earn by taking part in classic matches. Repeat the result in this scenario based mode, and you'll unlock

Fave Feature



"Flattening a foe with a huge shot to the head" the full fight that plays in HD. It may not seem like much but it's a great incentive to learn more about the sport's history.

Undisputed 2010 certainly caters for beat 'em-up fans. Even though the frequency of flash KOs has been toned down - a move, which we feel marginalises the fans who didn't want to learn the intricacies of arms bars and the like - Yukes have added flash submissions, so now it's possible to bounce into a rear naked chokehold within seconds and end the fight. It's a classy way to finish an opponent, make no mistake. But the stand-up game of big kicks and even bigger punches means that there's something for everyone. MMA fans will be pleased to know they can wrap a fighter against the cage to counter submissions and ground manoeuvres.

It's a huge step up in weight from *UFC Undisputed 2009*. It's quicker, harder-hitting and comes with far more depth than the original. It even manages to put *Fight Night Round 4* on its back in terms of satisfying knockouts and killer presentation. We just hope that Yukes don't rest on their laurels in the same way they occasionally do with *Smackdown*. But with EA's *MMA* set for release later in 2010, we're sure there'll be fresh ideas when *Undisputed* next steps into the octagon. **Nathan Irvine**

Keep their heads ringin' Land with a powerful kick or punch and you can flatten a man instantly.

Little voices

You can give a voice to your created fighter, but sadly there's a lack of options. One British choice, and it's Cockney, despite none of the roster hailing from there.

KNOW IT NOW

Match stopping bloody cuts? ✓
Better gameplay than last year? ✓
The Spider and The American Psycho? ✓
All last year's problems fixed? ✗

PSM3 BUY IT

PSM3 Verdict

UFC Undisputed 2010 contains...
Cockney accents | Short shorts
Flash submissions | Kimuras

Overall Brilliantly brutal fighting, but there's still room for series improvement.

85

Format PS3 | **Price** £50 | **Release** Out Now
Pub Sega | **Dev** Obsidian Entertainment
Multi-player None | **Trophies** 51

Accessorise to murder There's no opportunity to change your actual face, but there's plenty of options for varied beards, glasses and hats. A good thing.

Alpha Protocol

Sega's muddled espionage RPG crossover sets alarms ringing

KNOW IT NOW

Lots of bearded terrorists?	✓
Lots of global troublespots?	✓
9/11 times 1000?	✓
Jesus loves America?	✗

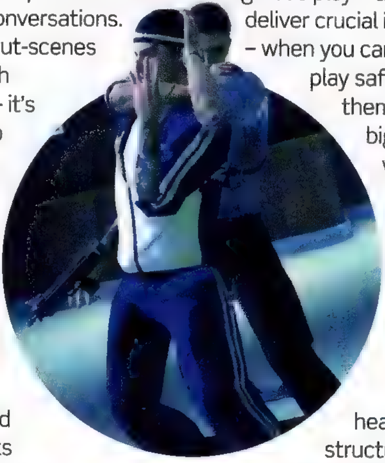
Alpha Protocol is a rollercoaster ride – one of those knee-high ones at Legoland that scares four year-olds to death. Sure, it's based on an adult structure and exciting ideas, but you only see them if you peer underneath. The experience is scaled down, childish and basic.

It tries hard. The difference between *Alpha Protocol* and the growing hordes of post-9/11, covert-ops revenge fantasies lies in the game's role-playing elements. There's a constant, Matrix-like shower of numbers under everything you do: your actions determine XP points, character stats, equipment ratings and credits.

Such evolution is still unusual for a third-person shooter, and though it adds welcome depth, we think its mechanics need burying deeper. How exciting is seeing '+25 XP' float over the screen when you open a door? How exciting is a minus five rating on your cooldown times? How exciting is having super abilities that go flat quicker than a five year old mobile? You may think the answer is 'not at all,' but in truth, every time a developer disappoints us a puppy dies. Every. Single. Time.

Know your enemy

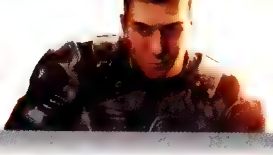
The best thing about *Alpha Protocol* is the way it handles conversations. At various points in cut-scenes you're presented with options and a timer – it's up to you whether to be aggressive, sarcastic, suave, professional or whatever else you're offered, or simply choose what to ask about. You can often cut the conversation dead, too. It's fun, and not because it affects how people behave – you expect that – but because being nice doesn't always work. Everyone is different, so while an aggressively brusque approach makes enemies of most people, it works positively on a man who likes no-nonsense types. You may even get the choice, once you've caught some scummy weapons dealer or god loving, life hating, beard-sucking extremist, to release them. It's a dangerous ploy – trusting terrorists to deliver crucial intel on bigger fish – when you can arrest them and play safe, or even execute them. But it may pay off big-time. As in real life, when you make your snap decision it's anything but clear cut. Ace.

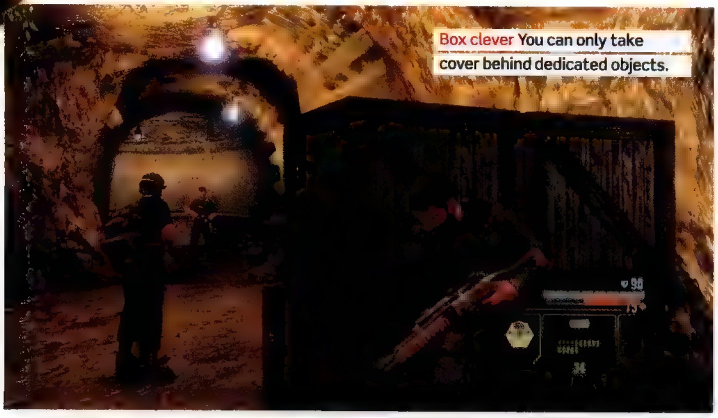


The worst thing about *Alpha Protocol* is everything else. That grown-up, heavily engineered structure is hopelessly undermined by pretty much anything you care to name. The AI guards are glassy-eyed obsessive compulsives who fight like suicides, while the places they patrol are narrow, out-of-scale, cover-strewn corridors with security holes so vast you could

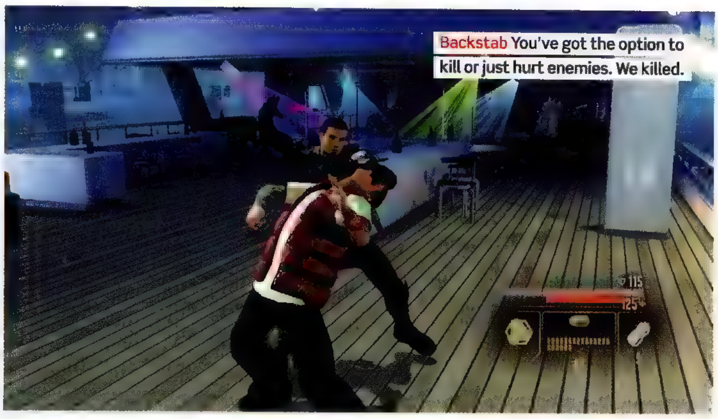
Alpha Protocol

"Our man looked like a cross between a koala and a Bee Gee"

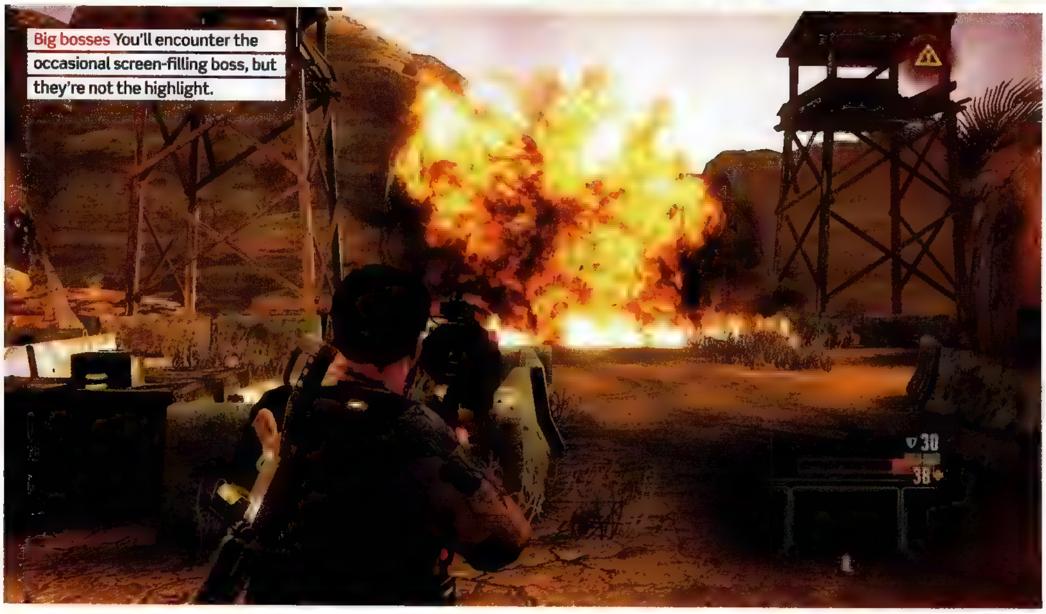




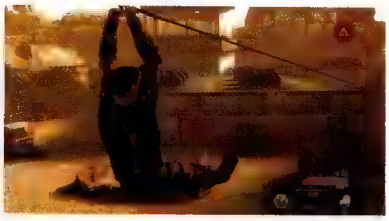
Box clever You can only take cover behind dedicated objects.



Backstab You've got the option to kill or just hurt enemies. We killed.



Big bosses You'll encounter the occasional screen-filling boss, but they're not the highlight.



Safety net We were confused as to why the enemies built a rappel line here, but then we met the AI.

drive through them in a clown's car. Examples? Zip lines over fences, slow-moving cameras with glowing cones of vision, switches to turn the cameras off and open the doors, guards that stare the other way even as the front gates inexplicably roll open and their mates disappear one by one…

In *Alpha Protocol*, thin strands of wire protect you from bullets thanks to the invisible walls between them, while wooden crates withstand endless rocket attacks. Texture detail arrives several seconds after the basic, blurry outlines and people speak as if their teeth are on hallucinogenics and trying to pretend otherwise. If this game started life on PS2 we wouldn't be surprised. Or PSone. Oh, and the cheesy script could have been saved by decent voice acting but inevitably isn't, while the main character is the worst voiced of all. And he's not even called Alf O'Protocol.

The AI and level design is so poor it renders the character progression, weapons upgrades and gadgetry – from noise makers to directional explosives – pointless. Slouching in plain sight and leaving bodies in the open works fine, as does clearing a location by letting everyone run onto your guns. Detonating an EMP grenade in your pocket opens doors but doesn't sparkle, flash or pop your testicles like tomatoes in a microwave. Which is a shame because our man looked like a cross between a koala and a Bee Gee. We wanted to pop his testicles.

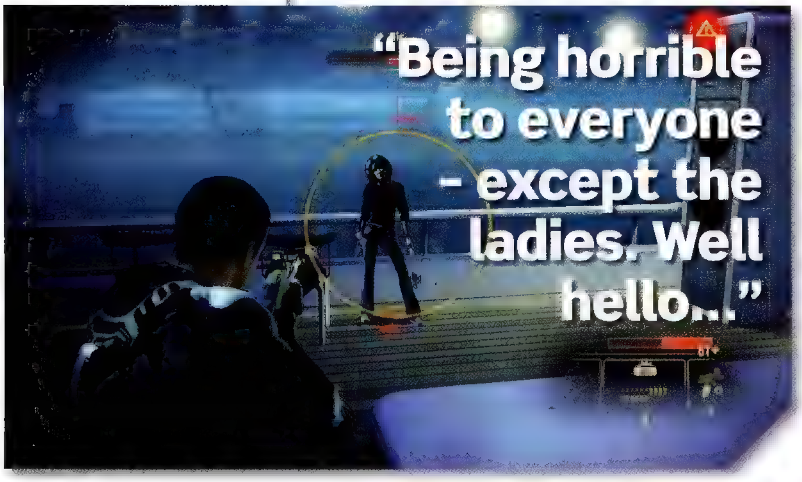
Another puppy

We wanted to like *Alpha Protocol*, though we're not sure why. Even the name is bad – so generic we had to write it on Vernon Kaye's face with a soldering iron just to remember it, and that was one of the few good times we had. The game just asks so much; to enjoy it you must carefully role-play around its inadequacies, choosing not to exploit them and stay in character. And that's far harder than role-playing the official RPG bits. Unsurprisingly, in a world with *Metal Gear Solid*, *Mass Effect* and *Splinter Cell*, that's just not good enough. **Steve Williams**

Terrible Irony

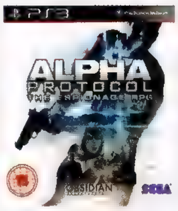
***Alpha Protocol* tries to ingratiate itself with bursts of self-aware mockery. Leading man and complicated goon Michael Thorton grumbles about how many stairs and TV screens there are…**

Fave Feature



"Being horrible to everyone – except the ladies. Well hello…"

PSM3 Verdict



***Alpha Protocol* contains...**

Spies | Agencies | Double-crosses
Hacking | Conspiracy

Overall *AP*'s operations are like Saddam himself – badly executed.

56

Format PS3 | **Price** £50 | **Release** Out now
Pub Activision | **Dev** Bizarre Creations
Multi-player 1-20 | **Trophies** 49

Enjoy with friends We haven't tested *Blur's* full complement of online modes yet but going on the beta, it's an intense, lag-free experience for up to 20 players.

Blur

The battle-racer that's better by miles in multi-player

PSM3 BUY IT

They say imitation is the sincerest form of flattery, but that's only if the imitator pales in comparison to the original – if the copy turns out better than the game that inspired it, surely that's the greatest insult of all? *Blur* pays homage to both *Mario Kart* and *WipEout*, while attempting to surpass their successes.

While most of *Blur*'s power-ups are obvious updates of *Mario Kart*'s red or green shells, banana skins and so on, a serious effort has been made to balance all of them. From the homing-missile Shunt to the deployable Mines, no attack is unavoidable if you possess a sufficient counter-ability (or a modicum of skill). Shunts can be dodged by using Nitro to boost out of harm's way, by activating a Shield or by swerving at the last minute if you're feeling lucky. There are no attacks as over-powered as *Mario Kart*'s blue shells – but on the flipside, few that stand out as being particularly memorable (the wonderfully destructive Barge excluded).

Mine's a double

What's more, the whole notion of power-ups has been scrutinised and expanded. *Blur* lets you hold three at a time, and swap between them at will, giving the deceptively simple arcade action a welcome amount of tactical depth. Many power-ups have multiple uses, too – like the Mine, which can be fired frontally for a deadly short-range attack. However, the 'hardcore' side of *Blur*'s supposed all-encompassing remit is a bit more underdeveloped. Perhaps in a wry nod to *WipEout*, cars feel slightly floaty, and tinkering is limited to paint jobs and mods that enhance power-ups.

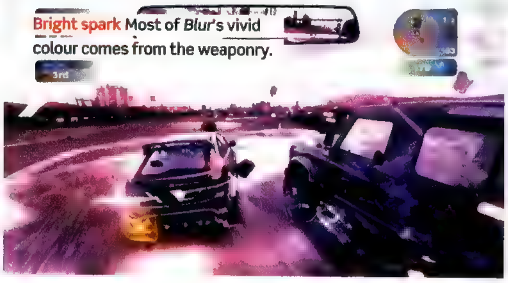
If you miss out on the social networking aspect or the online multi-player, it can feel hollow playing *Blur* solo. The Career mode suffices as an introduction – you're tasked with impressing a bunch of rivals by fulfilling criteria before challenging them to a race, but if you don't move play online, you'll be disappointed.

Blur solo is like *Street Fighter* solo: crafted, but stubbornly missing the point. If you want solo thrills, we suggest sticking with *Split/Second* or – better – *Burnout Paradise*. However, if you're the more sociable sort (check for a multi-player review next issue) this is the racer for you. **Tom Sykes**

Hit the fan

You'll find Fan Challenges peppered throughout tracks. Drive through a series of hoops (literally) to please your expanding fan base, and unlock another car when the bar crawls past the next level up marker.

Combat evolved The on-track battling is satisfying and finely tuned for competitive play.



Bright spark Most of *Blur's* vivid colour comes from the weaponry.

PSM3 Verdict

***Blur* contains...**
Shunts and jumps | Twilight racing
Loads of mods | Licensed cars

Overall A kinetic, fast and tactical arcade racer that's best sampled online.

82

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Format PS3 | **Price** £50 | **Release** Out Now
Pub Ubisoft | **Dev** Ubisoft Montreal
Multi-player None | **Trophies** 41

Weak spots Boss fights in the new Persia are low-points. We'd have preferred a pure platformer with no combat at all.

Prince Of Persia: The Forgotten Sands

Falls just short of adventure game royalty

KNOW IT NOW

A twist on classic platforming?	☑
"Villain unleashes horror" plot?	☑
Prince voiced by the original actor?	☑
A well-rounded adventure?	☒

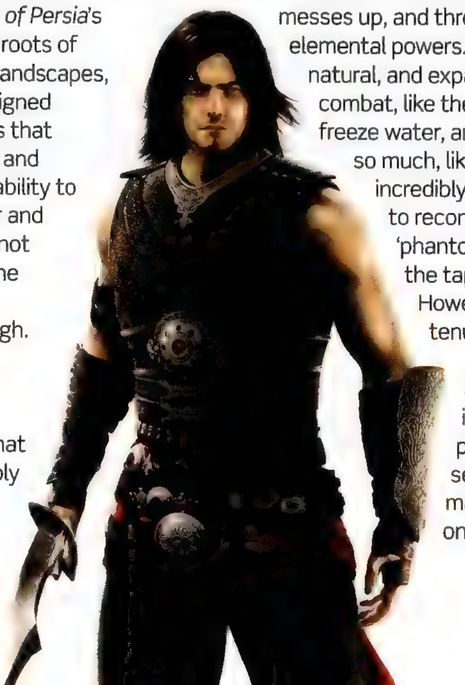
How do you love a game where the main character – the one in the title – is such a whiny, meat-faced ass? That's the main problem we're having with *Prince of Persia*. The Prince of the original remake, *Sands of Time*, wasn't a thick-headed action hero, but proved likeable and had a good dynamic with Farah, his unwitting female companion, and the Visier – a classic villain.

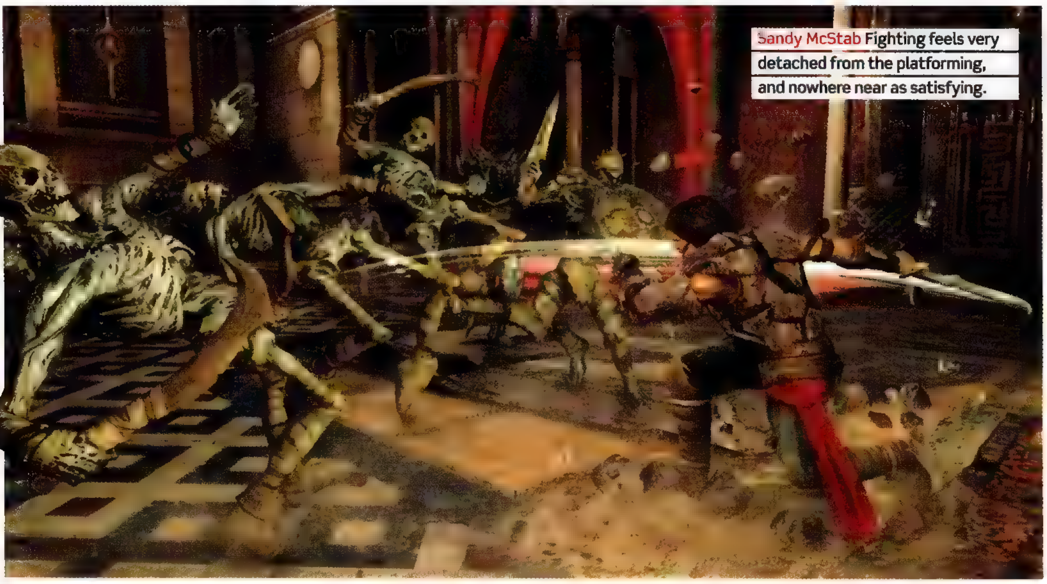
By contrast this new Prince feels – just as he should considering *Forgotten Sands* is set between *Sands of Time* and *Warrior Within* – like an inbetweener; an awkward bag of personalities in a game that can't decide whether it's a serious, adult action adventure, or an enchanting platformer. Commercially, it feels like Ubisoft want the Prince and his new game to be a boisterous Nathan Drake clone, filled with spectacular set-pieces, explosions and witty one-liners. From an artistic stand-point, though, it's obvious the developers are keen to stick with *Prince of Persia*'s now unfashionable roots of wondrous Eastern landscapes, and beautifully designed platforming puzzles that reward brain power and dexterity over the ability to hammer the trigger and circle-strafe. We're not sure who wanted the Prince to look so contemptible, though.

Fire power The Prince earns XP by beating enemies, which he uses to upgrade his elemental abilities.

Jump for joy

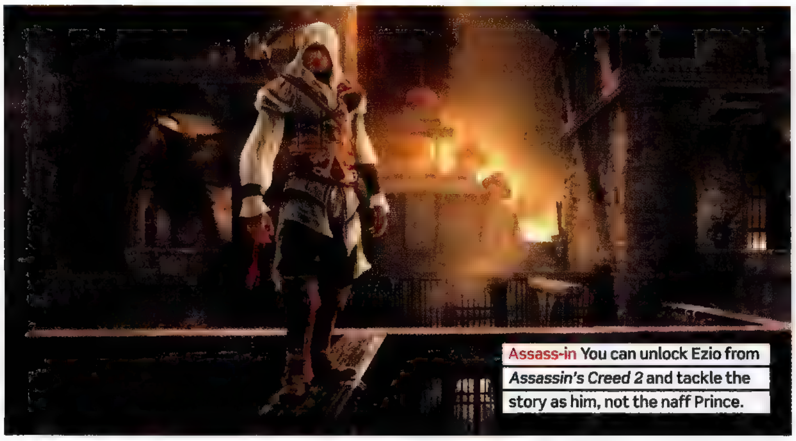
If you're willing to overlook the fact that the story is incredibly one-note, padded out by waffling monologues by the personality-vaccums that are the Prince and his lady companion Razia, there's plenty in *Forgotten Sands* to love. The platforming in particular is incredible. *The Forgotten Sands* revives all the Prince's acrobatic abilities (jumping, swinging, wall-running), plus the chance to rewind time if he messes up, and throws in elemental powers. Some feel natural, and expand into the combat, like the ability to freeze water, and others not so much, like the incredibly niche power to reconstruct a 'phantom ledge' with the tap of a trigger. However, as tenuous as some of his powers are, they feed into the platforming sections, making each one a pleasure.





Sandy McStab Fighting feels very detached from the platforming, and nowhere near as satisfying.

Spin me right round This revolving platform puzzle isn't as much of a ball-ache as it first appears.



Assass-in You can unlock Ezio from *Assassin's Creed 2* and tackle the story as him, not the naff Prince.

By the time you master water-freezing, the first elemental power to unlock, chances are you'll have had *that* epiphany – a moment where the slightly wonky, sub-*God Of War* combat and the hateful-faced Prince blur into obscurity as you masterfully breeze through a puzzle that initially seemed impossible. Your timing was spot on, your fingers deftly moving across the pad to nail each jump and swing – and when the Prince leapt to the final platform and clung on with his fingernails you got that buzz of excitement and relief at having pulled off a victory against the landscape, which seems to hate you.

By the end, some of the platforming bits get seriously tough but, crucially, never unfair. Sure, they ask more of you as you progress (the swinging spikey-log traps were our nemesis) but every time you beat one it feels that much more like sweet victory. In fact, towards the end we were skipping the nonsense cut-scenes (we just couldn't care less about the fate of the Prince or his idiot brother Malik) and smashing through the combat sections just to get to the next slice of wall-running.

Lack and slash

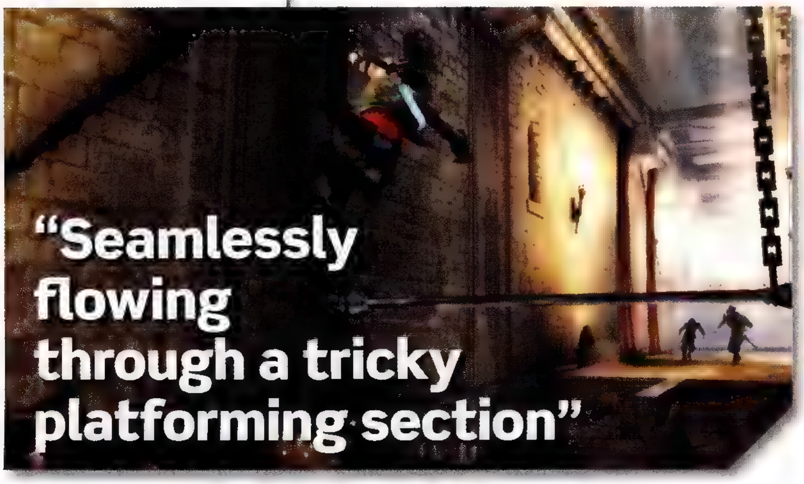
Fighting itself isn't poor, just unimaginative. It's sub-*Warrior Within*, and the elemental powers really don't add much – you could easily finish the game by upgrading your Stone Shield, which grants temporary invulnerability. The rest is just fluff, and <mild spoiler> once you get a better sword near the end of the game <spoiler end> combat completely loses its sting because you're so ridiculously over-powered. Even the clichéd end boss is a push-over, and he leaves you with a sour taste in your mouth. Why? *POP* should have finished with a flurry – a glorious, mind-bending platforming section that demands nothing less than razor-sharp reflexes and a mind fit for Mensa, which gives you a sense of euphoria as you swing across the final chasm to victory – not <spoiler> a giant monster with a fat, glowing weak-spot on his chest <end spoiler>.

Forgotten Sands starts poorly and ends poorly. What lies in between are moments of gaming greatness that make you feel good about holding a pad in your hands, punctuated with workaday combat to keep the 'yoof demographic' happy; all wrapped up in po-faced presentation that desperately tries to turn the simple fun of perfectly nailing puzzles into an adult drama that can sit comfortably next to *Uncharted 2* and *God Of War 3* on shop shelves and genre lists. The best *Prince of Persia* of this generation, but it lacks the magic of the original remake trilogy. **Andy Hartup**

Reward yourself

As with most Ubisoft games, *Forgotten Sands* supports Uplay, Ubi's own-brand Trophies. You unlock them by playing the game, and can exchange them for add-on content, like Ezio (left), challenge modes, and even PS3 themes.

Fave Feature



"Seamlessly flowing through a tricky platforming section"

PSM3 Verdict

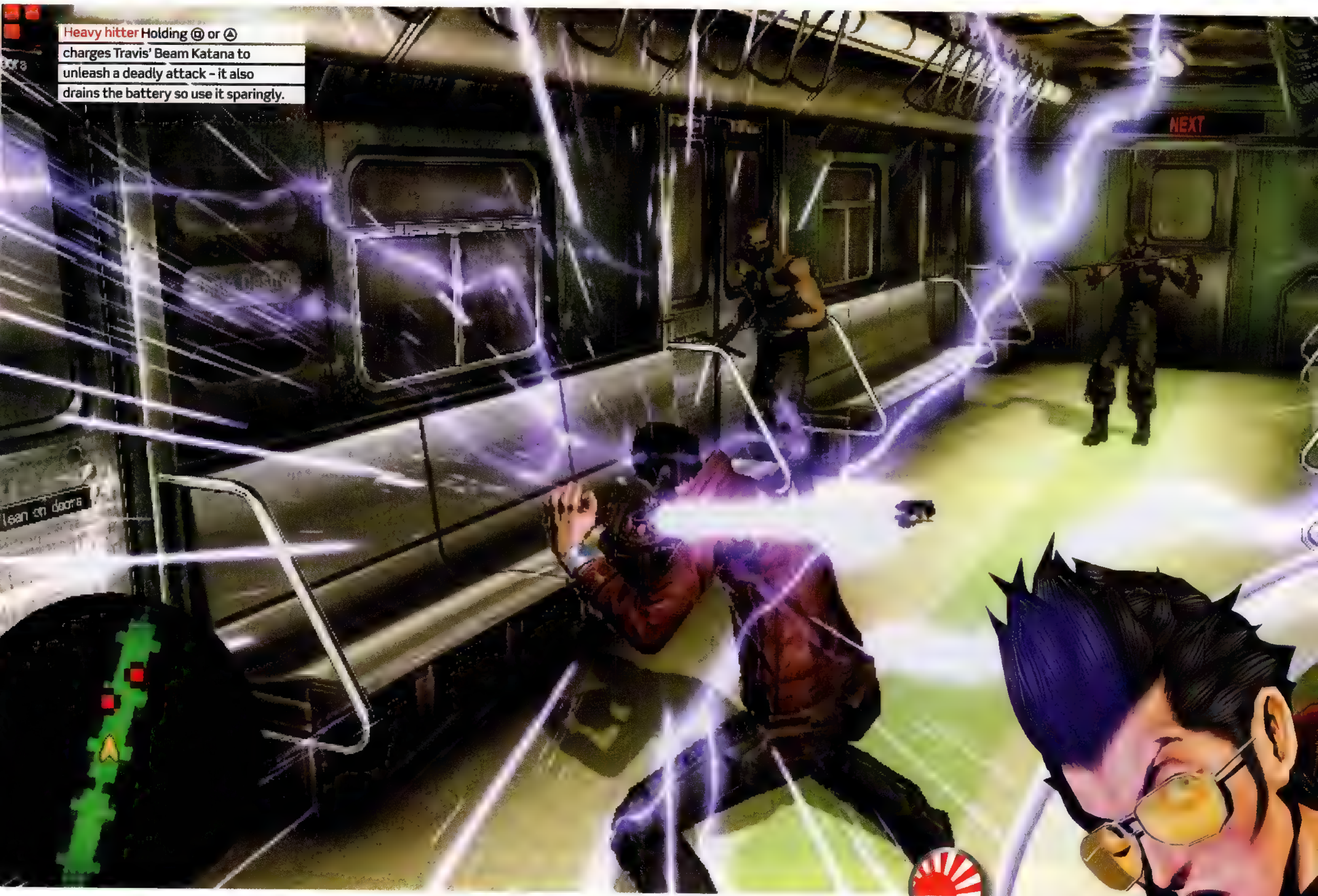
PS3
Prince of Persia
The Forgotten Sands

***Prince Of Persia* contains...**
Wall-running | Unlockable Ezio
Forgettable characters | Spike pits

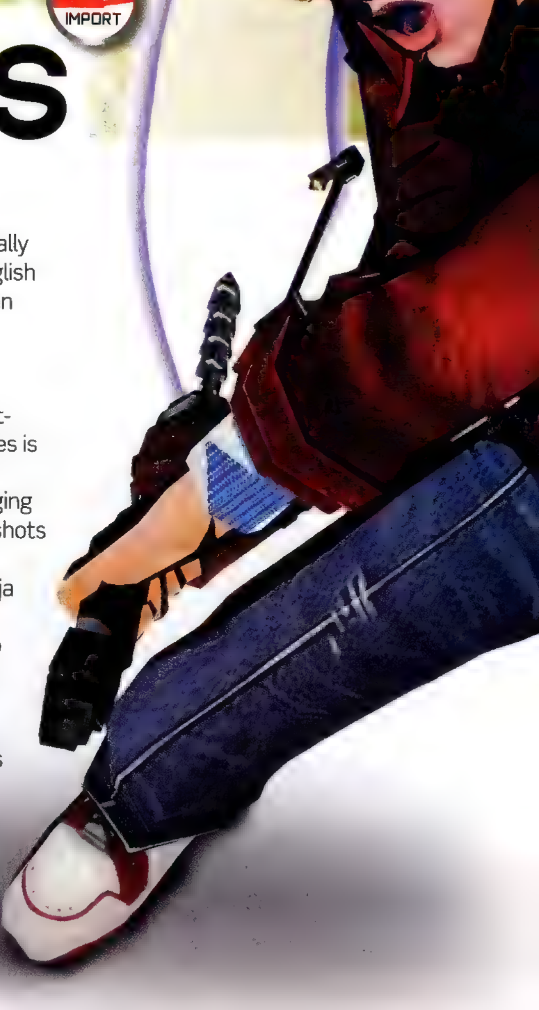
Overall The waffly plot, so-so action and unlovable Prince taint some ace platforming.

81

Format PS3 | **Price** 5,800 yen (£40) | **Release** Now (Japan only)
Pub Marvelous Entertainment | **Dev** Grasshopper Manufacture
Multi-player None | **Trophies** 51



Heavy hitter Holding ◎ or △ charges Travis' Beam Katana to unleash a deadly attack – it also drains the battery so use it sparingly.



No More Heroes

An assassin with a lightsaber? Yes please...

KNOW IT NOW

Extremely tough boss battles? ✓
Retro references and gameplay? ✓
Puerile but charming humour? ✓
As polished as most PS3 titles? ✗

Travis Touchdown is no Ezio Auditore da Firenze. Finding himself too broke to buy a drink for a hot girl he's met in a bar, he picks up the Beam Katana he won in an online auction and becomes a blade for hire. His first victim turns out to be the 11th-ranked hitman in the shady United Assassins' Association, and Travis decides to fight his way up to No.1 in the pathetic hope that the girl from the bar, a UAA agent, will sleep with him. It's a far cry from the apocalyptic, world-saving seriousness of the *Assassin's Creed* series, but that's certainly no bad thing.

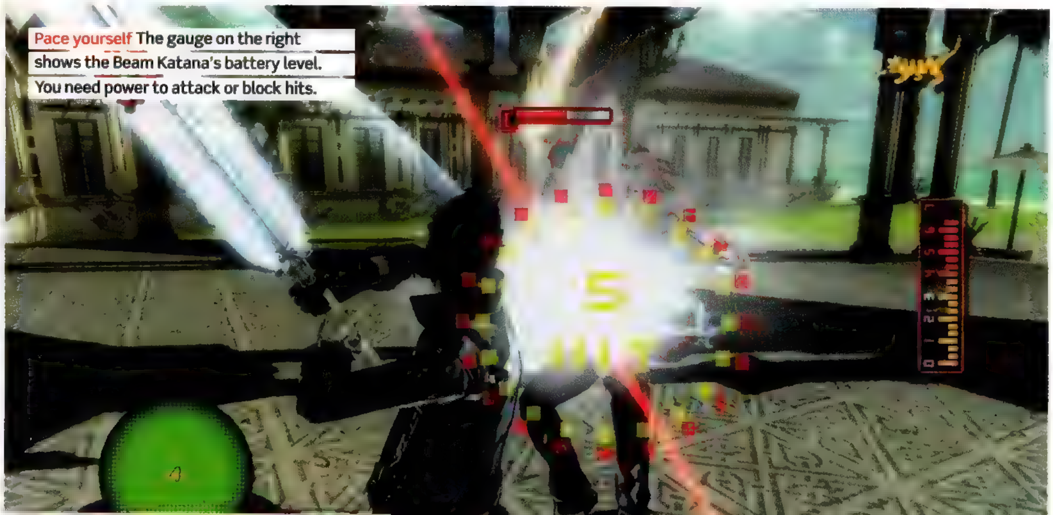
With its defiantly old-school allure and references to Star Wars, Jackass, Mexican pro-wrestling and retro consoles, this souped-up remake of the 2007 Wii original by *Killer7* director Goichi Suda offers a frantic control system, a boxy but beautiful cel-shaded art style and a smattering of 8-bit throwback effects that really set it apart. *And* its well-acted English script and budget price make for an import-friendly release.

Big Bosses

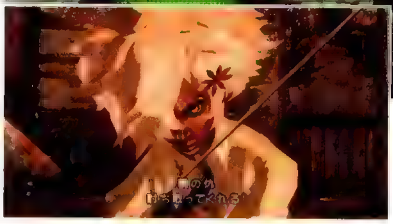
Despite a few bugs, *NMH* is a must-play. The variety of the boss battles is breathtaking, with each character offering a different challenge. Singing cowboy Dr Peace fires a range of shots from his twin pistols in an empty baseball stadium; super-tough ninja schoolgirl Shinobu attacks with violent slashes and fireballs; camp magician Harvey Moiseiwitsch Volodarskii teleports around the stage of a theatre, turns the screen upside down or traps Travis in a Houdini-style box; and peg-legged beach beauty Holly Summers fights with bombs, knives and sand traps. The fights aren't easy – it's a

No More Heroes

"An English script and budget price make for an import-friendly release"



Pace yourself The gauge on the right shows the Beam Katana's battery level. You need power to attack or block hits.



Queen bitch Shinobu is one of the game's harder bosses with a Skywalker-style mechanical hand.

matter of learning the fakes and figuring out whether to run, to roll, or to launch a combo. But even when you've thrown your DualShock across the room for the tenth time in a row, the battles are so compelling that you'll keep coming back for more.

Combat evolved

The face buttons offer a range of Katana Beam thrusts and melees, with combos growing longer over the course of the game.

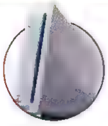
As you might expect of a Wii port, the controls get extremely physical. When an enemy's energy bar reaches zero, you can execute a finishing move by clicking R3 and flicking the right stick in the direction shown on screen. Some close-range attacks must be parried by spinning the right stick rapidly before delivering a counter, and you have to occasionally recharge the Beam Katana's battery by pressing R1 and waggling the right stick. Travis also has a range of wrestling suplexes (grab a stunned enemy with R2, then click L3 and R3 and swipe both sticks). The combat feels graceful and deadly, once you get the hang of it.

To reach each boss and evolve Travis' abilities, you wander around Santa Destroy, an open-world city based loosely on Detroit but with some very Japanese details (like the Tokyo-style subway stations and real-world boozer Bar Plastic Model) and raise money by completing quirky, community-minded jobs such as clearing up litter, collecting stray cats and, er, murdering waves of men with your katana.

Traversing the city between missions can feel like a chore, though. Santa Destroy is sparsely populated and moving between locations leaves you at the mercy of excessive load times. Another issue is that the intuitive levelling up system becomes a grind towards the end. Thankfully, these niggles are compensated for by tight gameplay, an endearing script and wealth of detail. There's even a new-to-PS3 Very Sweet Mode (where the ladies sport more revealing outfits). Worth an import: just don't expect killer perfection.

Daniel Robson

Upgrade



***NMH* got solid reviews when it debuted on the Wii in 2007. But sadly no-one bought it, and although its multi-platform sequel *Desperate Struggle* has already hit the shelves in the West, this souped-up PS3 remake of the original is Japan-only.**

Fave Feature

Wielding the deadly multi blade Tsubaki Mk II katana

PSM3 Verdict

***No More Heroes* contains...**

Great controls | A memorable story

Inventive battles | An English script

Overall Ignore the bugs and embrace a thrilling paean to old-school slashers.

84

28
C. GOILE
I. SHINAR
CONFIDENT
SWING
PSM3
BUY IT

Pyjama party This year's update features IPL teams and matches.

Codemasters | PS3 | Out now

International Cricket 2010

Decent upgrade to a niche title

Blimey: England have suddenly become quite good at international cricket. Their ICC Twenty: 20 cup win bodes well for the summer and it could be timely for Codemasters. The long-time cricket game publishers are hoping to hang on to the team's white coattails with this updated simulation.

You can get this online for around £30. It's less than a year since Codies' *Ashes Cricket 2009* came out but this is a worthy upgrade. The main change involves the use of a new action camera angle whereby you see your batsman or bowler in third-person. It works well and you feel just like you do when out on the crease for real. Mitchell Johnson outswingers zip past the bat with the camera zooming out. Fine fast bowling.

The controls have improved, too. Look round the pitch to find gaps in the field or keep an eye on the crease or your partner when running between the wickets. Most significantly, you can now assign a weight to batting shots, enabling you to prod the ball into gaps and craft an innings rather than bludgeon one. Paul Collingwood, you're back in the team...

Unfortunately, the animations still can't match those of the top sports sims around, and occasionally, it can be difficult to find the right shot or line. But with additional rights, tournaments, improved online options, IPL-style teams and more, this is recommended for those stumped over whether to buy it. **Greg MacGregor**

PSM3 Verdict

The best (but only) cricket game out there – a fine upgrade. **84**

IND
Overs 0.1
AUTO
ATTACK

Gently does it There's a more refined power system for batting allowing for precise shots.

Capcom | PSN | Out now

Final Fight Double Impact

Best of a bad bunch?

Final Fight Double Impact is another Capcom classic to get a HD facelift. Bundled with *Magic Sword*, another side-scrolling beat 'em up, *FF* sees you fight your way through Metro City to rescue the Mayor's daughter while *MS* has you hack your way through 50 levels of monsters. Both games are best in co-op, locally or online thanks to the open invite system, which allows you to join with one button press. Unlimited continues mean that completing each game is as much persistence as skill.

Whether *Final Fight* is still fun to play is a contentious issue. Many will argue the merits of *FF*'s two-button control scheme but, for modern tastes, the combat hasn't aged well. The only way to avoid being 'cheesed' by incoming blows is to use the special moves – skilful, sure – but also archaically fiddly in this age of formal counter moves.

At £7.99 it's not great value, and only nostalgia fans will keep coming back for more. **Richard Broughton** **67**

Sega | PS3 | Out now

Iron Man 2

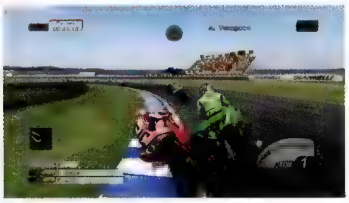
More Tin Man than Iron Man...

When Gwyneth Paltrow looks about as visually appealing as a month old, mouldy potato you know something has gone drastically wrong. *Iron Man 2* is a game that has been stripped of all the sass and technological inventiveness of the movie before being taken outside for a right old beating with the ugly stick. It looks woeful. Blurry textures, a dreary colour palette and juddery animation will have your eyeballs crying out for something to end the misery. Robert Downey Jr is criminally absent from the cast (Don Cheadle and Samuel L Jackson are the only actors from the movies reprising their roles) and the script is horrendously lazy. These flaws could be forgiven if the gameplay offered anything other than smacking rusty machinery about – which it doesn't. The flying sections are remotely entertaining but when the camera seems more determined than the player to escape this horrendous mess of a game then you know you're on to a loser. Avoid. **Rob Pearson** **24**

Tradewest | PS3 | Out now

SBK X: SWC

Torque to the hand



Hailed in the press release as "the ultimate motorbike racing game ever to be created," *SBK X* – to the untrained eye – is another subtly updated niche title where, in time honoured fashion, the human rider is discernible by the fact that he's veering onto the grass while AI riders stick to the racing line like cat-hairs to a blanket. Leaning into bends is not as exaggerated as *MotoGP* but still tricky. Visuals? Functional.

If arcade mode proves relatively accessible fun, Career mode is a gruelling, yet rewarding, sim for purists. If you're not an expert in shock absorbers, you *can* blunder through via some stilted conversations with your engineer, but with full physics enabled, every bend requires bank-job levels of planning, with tyre wear, weight distribution and apex acceleration to consider. Any game that deals in pictures of girls holding umbrellas *and* Carl Fogarty must straddle the hardcore/casual divide quite capably. **Steve Hill** **70**

Aksys | PSP | Out now

BlazBlue: Calamity Trigger Portable

Pretty far from a calamity, actually

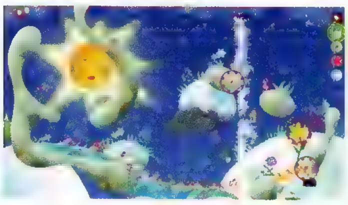
Even on PS3, *Blazblue* isn't as brutally input-intensive as *Street Fighter*, making intuitive control possible on the notoriously fiddly PSP – turning the most haphazard d-pad stabs into something eerily, almost psychically, close to *your exact intentions*.

The HD sprites have been lovingly redrawn with low-res replicas, and not a move, mode, or character has been lost from PS3. You're rewarded with unlocks and bonuses no matter how you choose to play, and it even rips a few treats from the forthcoming *Continuum Shift* update. Aside from beat-em-up staples like Arcade and Versus, there's Legion Mode – a finger-fracturing slog through countless blade-wielding brutes who'll join your cause if you defeat them, culminating in an arthritis-inducing 5-on-5 scrap. It's a perfect compliment to the original, decent portable combo practice for experts, and a perfect introduction to a top series for game-shy PSP owners. **Rob Pearson** **83**

Sony | PSN | Out now

Aqua Panic

Mind-bending aquatic puzzler



A colossal cyclone has stranded fish ashore. Your role in this *Lemmings*-style puzzler is to get them safely back to sea – not into the mouths of the baying sharks below – by manipulating the flow of water carefully down a vertical level with the aid of various tools from missiles to plants (there are ten in total).

Aqua Panic is a slow starter with some excruciatingly tedious early stages, but initial patience is rewarded later with infinitely more satisfying and complex puzzles. The game has 80+ levels spread across five seasonally inspired worlds (the mysterious fifth season is Hell – quite apt). These latter stages will have you wondering how something so colourful can be so torturous, but the levels are short with no replay limit, so it doesn't feel unfair. You may, however, be driven insane by the repetitive music.

If you're an avid puzzler, who knows the location of the mute button, *Aqua Panic* might be your thing, but it won't appeal to everyone. **Sean O'Connor**

65

Konami | PSN | Out now

Rocket Knight

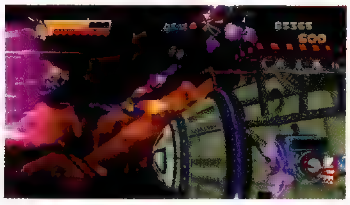
Overpriced retro remake

Rocket Knight is the story of Sparkster (a rodent dressed up as '80s cartoon icon Ace McCloud) defending his native Zephyrus from the evil wolf and pig armies. Originally released back in 1993 on the Mega Drive, this new *RK* boasts all-new environments along with some colourful and detailed HD visuals.

Levels are split into two parts, one being platform based and the other an airborne side-scrolling shooter. The platforming is basic but the environments are varied enough to keep things interesting and the ability to rocket boost (◎) adds variation to the jumping. Side-scrolling levels add variety too, but feel slow and lumbering. There's also a freeplay mode, which lets you speed run through each level and post your fastest times on a leaderboard.

Whilst not exactly rocket science (we couldn't resist) *RK* often proves frustrating and leaves you feeling unfulfilled. It's possible to finish in under an hour and with little replay value beyond hi-score setting, the £9.99 price tag is too high. **Richard Broughton**

57



PSM3 Awards

The highs (and lows) of this month's reviews

The **Wish Fulfillment** award goes to... Red Dead Redemption. For letting you live every great Western movie in one of the most atmospheric, detailed open world environments on PS3.

The **Portable Saviour** award goes to...

Metal Gear Solid: Peace Walker
Suddenly, PSP feels relevant again. This is a labour of love for Hideo Kojima and his team to rival *MGS4*, and one of the best games in the series to date. We do still secretly wish he'd made it for PlayStation 3, though.

The **Hateful Face** award goes to...

POP: The Forgotten Sands
And he used to be so charming. Now Ubisoft have turned the Prince into a lumbering, characterless meathead. It bothered us so much, we almost considered scoring the game less just because of his hideous face.

Hi-Score Table

Red Dead Redemption	p76	94%
MGS: Peace Walker	p82	91%
UFC Undisputed 2010	p86	85%
No More Heroes	p94	84%
International Cricket	p96	84%
BlazBlue: CT Portable	p96	83%
Blur	p90	82%
Prince Of Persia: TFS	p92	81%
SBK X: SWC	p96	70%
Final Fight: DI	p96	67%
Aqua Panic	p97	65%
Rocket Knight	p97	57%
Alpha Protocol	p88	56%
Iron Man 2	p96	24%

PSM3 Recommends

The best games from the last few months

Skate 3
EA | PS3
"It's testament to *Skate*'s quality, flexibility and potential that the issue of whether it's a revolution or iteration will take months to discover. Few games are as liberating, deep and rewarding."
PSM3 Rating 88% – Issue 127

Super Street Fighter IV
Capcom | PS3
"The best fighter ever made just got better in almost every way. If you've never been taken by the idea of a fighting game, do your curiosity a service and play this."
PSM3 Rating 95% – Issue 126

ModNation Racers
Sony | PS3
"Simple, smart editing tools and sound racing make this the king of kart racers. In fact, it's more than a kart game: it's the new friendly face of DIY gaming, with its accessible customisation."
PSM3 Rating 91% – Issue 127

Kawasaki
PRESENTS

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Extended Play

Playing PlayStation Longer Harder Deeper

DEFINING MOMENT

Epic BASE jumps in GTA IV: Gay Tony

We tackle Liberty City's most spectacular jump...

Extended Play section
Become an instant expert at Super Street Fighter IV
A look back at PSone's Jumping Flash!
And more

Start

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Celebrating gaming's rich history.

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Jumping Flash!
We look back at a classic, potentially overlooked game and see if it's still worth playing.

112 CULTURE
Gaming collides with books and movies
Celebrating the wider world of Playstation culture and its army of dedicated, often mental, fans.

Any thoughts about what you'd like to see in Extended Play? Mail them to psm3@futurenet.com, Tweet us at twitter.com/psm3_magazine or post on the forum @ psm3mag.com

HISTORY

PlayStation's Forgotten legends

It's a lesson worth learning whoever you are: nothing lasts forever. One minute you're literally at the top of your game; the star of a series of big budget PlayStation titles. Known and adored by millions, with the world at your feet - your face on magazine covers and a line of branded cuddly toys. Then, suddenly, it's gone. The next thing you know you're double jumping for change in a mobile phone game and wondering why Kaz Hirai won't answer your calls. It could happen to anyone – Altair, Batman, even Nathan Drake. One day in the future they could wake up, be given a crash helmet and pointed towards the karting track of oblivion. Don't believe us? Let's meet some of PlayStation's biggest and now forgotten stars.

RAZIEL

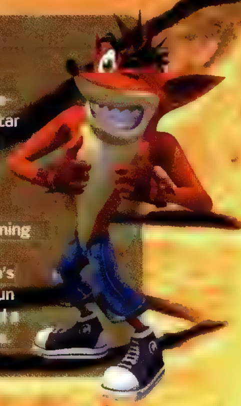
Games Legacy of Kain series
Number of games 5
Highest Metacrtic score 91%

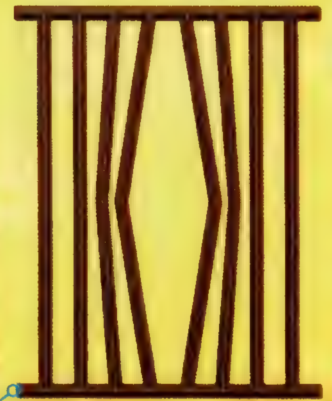
Poor old Raziel. He just peaked too soon – a vamp ten years before Twilight and True Blood made them huge. He's actually doubley dead as a vampire that was killed again, only to be brought back from oblivion to off his former leader and murderer, Kain. Shame we'll probably never see him again as original developer Crystal Dynamics are busy with *Tomb Raider*, and creator and writer, Amy Hennig has become Creative Director at Naughty Dog.

CRASH BANDICOOT

Games *Crash Bandicoot* series
Number of games 15
Highest Metacritic score 91%

Hard to believe this grinning, boggle-eyed monster was, a) the biggest star on PlayStation at one point and, b) from the same studio as the *Uncharted* series. But way back in 1996 Crash was wowing gamers with his amazing looks and platforming action - spin attacking crates and hoovering up fruit like an addict. He's the classic fallen star, following a run of huge games with a kart racer and a slew of erratic, hopeful reinventions. Now deader than disco.





HAVEN

Game Haven: Call Of The King
Number of games 1
Highest Metacritic score 69%

One game might not sound like the makings of a legend but *Haven: Call Of The King* was meant to be a big deal on PS2. Or at least that was the plan. This was a big budget production from Midway, developed by the Lego hugging Traveller's Tales, and planned as the first part of a trilogy. Shame no one bought it. Despite the money and hype the open world adventure rated 'meh' on the review-o-meter and sunk like a granite lilo. As a result all the sequels were cancelled, creating the main reason for its legacy: one of the worst endings ever – the hero, Haven, left chained to a rock.

TORQUE

Games The Suffering, The Suffering: The Ties That Bind
Number of games 2
Highest Metacritic score 77%

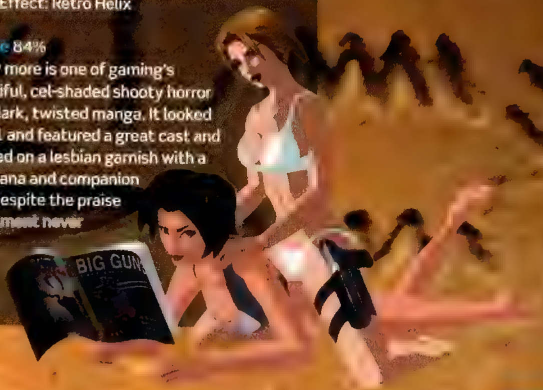
A sort of *Manhunt* meets *Silent Hill*, *The Suffering* saw *Torque* convicted of killing his family and shipped off to prison to be executed. Except the jail turns into a monster-filled hell-dimension filled with creatures mutilated according to their crimes or deaths – guards with torches rammed through their faces or death row inmates bristling with syringes. True, the series was never *amazing* but the schlocky, bloody horror was unapologetic and entertaining in a 'shotgun head-explosion' kind of way. It was from the now defunct Midway, though, so it's deader than most of the people Torque met.

GameAmmo
"PlayStation's oldest active legend is technically *Tekken*'s Heihachi Mishima"

HANA

Games Fear Effect, Fear Effect: Retro Helix
Number of games 2
Highest Metacritic score 84%

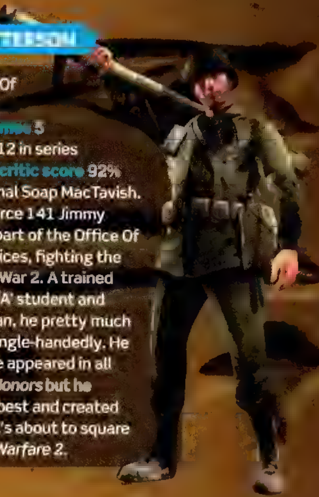
Why this isn't around any more is one of gaming's great mysteries. A beautiful, cel-shaded shooty horror game that played like a dark, twisted manga. It looked incredible for 2000/2001 and featured a great cast and story. Eidos even sprinkled on a lesbian garnish with a romance between lead Hana and companion Rain for the sequel. But despite the praise the rumoured third instalment never appeared, leaving lady lovin' Hana bothering 'Gaming Controversy' features for attention.



JIMMY PATTERSON

Games Medal Of Honor series
Number of games 5 appearances, 12 in series
Highest Metacritic score 92%

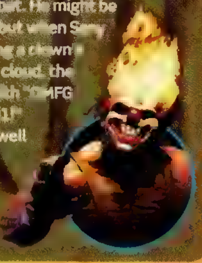
Meet the original Soap MacTavish. Before Task Force 141 Jimmy struck out as part of the Office Of Strategic Services, fighting the Nazis in World War 2. A trained pilot, straight 'A' student and model American, he pretty much won the war single-handedly. He might not have appeared in all the *Medal Of Honors* but he started in the best and created the series that's about to square up to *Modern Warfare 2*.



SWEET TOOTH

Games Twisted Metal series
Number of games 7
Highest Metacritic score 91%

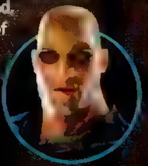
These days the flaming haired clown is mainly known for being created by David 'God Of War' Jaffe. But on the PSone and 2 Sweet Tooth was the mascot for *Twisted Metal*'s brand of gladiatorial car combat. He might be an old memory now but when Sony ran a PS3 ad featuring a clown's head in a mushroom cloud, the internet exploded with "OMFG New Twisted Metal!1!" comments. He may well rise again as Jaffe's next game is rumoured to be a new instalment in the series.



SERGEANT CORTEZ

Games TimeSplitters series
Number of games 3
Highest Metacritic score 90%

Hard to believe the people behind one of PS3's worst games ever, *Haze*, also created one of PlayStation's biggest icons. But before Free Radical choked, collapsed and returned as Crytek UK, they were one of the premiere names in shooters. And Cortez, the time travelling saviour of mankind, was their star. As the face of the slickest, most satisfying PS2 FPS games ever, he was made for front covers. Now, appropriately enough, he's history.



10 pro strategies for Super Street Fighter IV

Anil Das-Gupta

TEN REASONS

Hakan is far more powerful when oiled up to the max

[illegible] Hakan's distinctive fighting style was influenced by Turkish Oil Wrestling.

Pub Capcom
Dev Dimps
FYI PS3 | 2010 | PSM126 95%

The follow-up to the most anticipated fighting game of all time. New characters, new Ultras, new strategies and new tactics means it's time to dust off your fighting gloves and get ready to go another round. Here are some pro tips to give you the edge

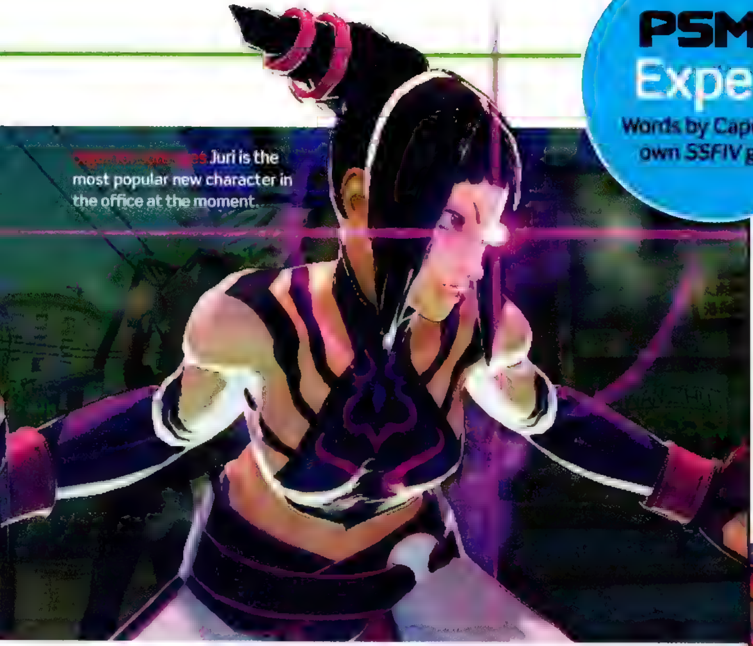
1

HOW TO MAKE HAKAN COUNT

Hakan has some exclusive movement properties. He can walk around in his Focus Attack animation for one - just press MP + MK and move left and right. This means that you can catch opponent's from far away by Focusing and then sneakily moving towards them during the animation. An Oily Hakan can also cancel his toward dash at any point into a normal move. This means it's possible to do sequences such as LV1 Focus Attack, dash cancel, HP for a three hit combo that'll keep the pressure up.

Key
LP - Light punch
MP - Medium punch
HP - Hard punch
LK - Light kick
MK - Medium kick
HK - Hard kick
3K - All three kicks simultaneously
3P - All Three punches simultaneously
cr.HP - Crouching hard punch
FA - Focus attack
FADC - Focus attack dash cancel
QCF - Quarter circle forward (236)
HCF - Half circle forward (←↙↓↘→)
All moves assume your character is facing right (Player one).

PSM3 Expert
Words by Capcom's own SSFIV guru



[illegible] Juri is the most popular new character in the office at the moment.

2

USING JURI'S FIREBALLS

Juri can 'store' up to three fireballs by holding the kick button when executing the command. Store a HK version of her fireball and you'll have a great anti-air move stored and ready to unleash by releasing HK. Store a LK version, then after scoring a knockdown from a throw or sweep, you can release LK and force your opponent to block it as they're getting up. That gives you plenty of time to jump in and cross up.

3

DIRTY TACTICS FOR GUY

Guy has a nasty setup that can be done against most characters in the corner. Cross-up the opponent with MK to land on the other side of your opponent and proceed to hit them with his Bushin Chain, making sure you finish the combo with ↓ + HK. This will throw the opponent back into the corner. From here, if you time a standing or crouching jab on the opponent, it will reset them, allowing you to dash underneath or into close range, providing opportunity for more punishment.

Hold your ground [illegible]

Pace yourself Dee Jay's charge attacks require good planning.

4

CLIMAX TIPS FOR DEE JAY

Dee Jay can combo into his Climax Beat Ultra *anywhere*. If you're in the corner, perform an EX Machine Gun Upper and link the Ultra on the end of it. You can even pull it off after connecting an EX MGU as long as you dash in before performing the Ultra. In order to get this to work, as soon as you complete the MGU motion, immediately charge back. Then as soon as Dee Jay has recovered from the hit animation, dash and hold ↙. It should give you enough charge time to release, and land your Climax Beat.

5

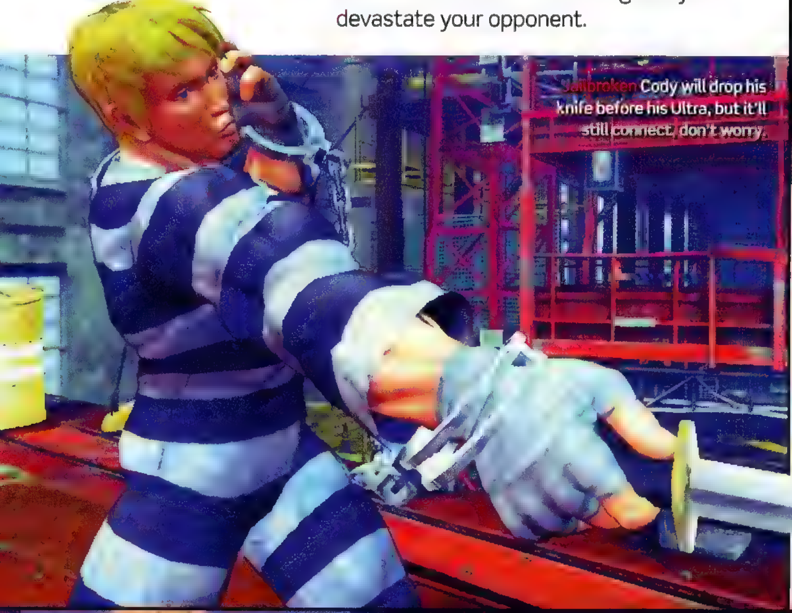
ADON'S ART OF KICKING

Adon's neutral jumping HK has a really low hitting point. So low in fact, that it can be used as an anti-crouch tactic, effectively making it an overhead move. Keep the pressure on as they're getting up with a cr.LK. Then mix in a straight jump up HK – it'll require them to block high. You can then cancel the neutral Jump HK into an air flip kick, and then on landing link a cr.LP into Rising Jaguar for a very nasty big-damage combo. Keep your enemies guessing.

6

CODY-SHANK REDEMPTION

Equip Cody's blade and, even if your opponent is blocking, you'll still do loads of damage, making it handy to wield at the end of a close fight. It's also possible to combo into Ultra 2 without any use of EX Meter. Hit the opponent with a cr.HP and immediately buffer in his Last Dread Dust to start as soon as the animation of the crouching Hard Punch ends. Pull off the timing and you'll devastate your opponent.



Jailbroken Cody will drop his knife before his Ultra, but it'll still connect, don't worry.

Guesswork Ibuki is one of the least predictable characters...

PLAYER 1
PLAYER 2
Ibuki
Guy

7

MASTER IBUKI'S ULTRA ATTACK

Ibuki has many deadly tricks you can use to destroy your opponent. With Ultra 2, Ibuki can use LP, MP, HP, QCF, ↓ to ↗ + 3K to combo into an Ultra from a standing light punch. The trick is to make sure that when performing the Ultra, the second quarter circle motion actually ends at up-forwards instead of just forwards. This counts as both a Super Jump and the second part of the Ultra motion.

8

OIL UP AND KEEP THE PRESSURE ON

When Hakan douses himself in Oil, the properties of his moves change. His → + HK has massively increased range and knocks down on hit. This sets up a terrifying guessing game, because his slippery grab can be executed, even if he's over half the screen away. When doused, press → + HK to launch it. If you think they'll stay blocking, go for a 360 + P to throw. If you predict they'll dash back or evade with a jump, go for another → + HK. That'll be enough to batter most players.

Dazed and confused Makoto's corner trap will stun most opponents in the game.

9

MAKOTO'S CORNER TRICK

Makoto has a nice trick that works in a corner. Grab your opponent with a Karakusa and then hit HP cancelled into an EX Hayate. After it hits, you can hit them again with a well-timed → + LK, and confuse them by either dashing towards them, or by walking forwards one step and staying on the same side. If the opponent blocks the wrong way, hit them with a HP cancelled into EX Oroshi combo. They won't like that one bit.

"Guy and Cody predate most *SF* characters. Both featured in 1989's *Final Fight*"

True blue Dudly might pretend to be a gent, but his Corkscrew Cross is a brutal Ultra that dominates most opponents.

10

MAX DUDLEY'S POWER MOVES

Dudley has lots of high damage combos that can be landed from his ↓ + HK "scoop." In the corner, he can pull off three in a row, and connect his Corkscrew Cross or Rocket Upper. He can also pull off ↓ + HK, Ducking Straight (HCF + K, any P), LP Machine Gun Blow (HCF + LP), Corkscrew Cross / Rocket Upper. Finally, even mid-screen, Dudley can combo into Ultra or Super from this move. He can pull off ↓ + HK, Ducking Uppercut cancelled into his Super, ↓ + HK, Ducking Straight and then a Corkscrew Cross. No matter where your opponent is on screen, you always have an easy way to combo into Ultra or Super for some big, stylish, damage. He's a brutal opponent to face if your defence isn't 100% tight.

The ones we didn't pick...

[illegible]

Cross ups strike an opponent [illegible] are good examples.

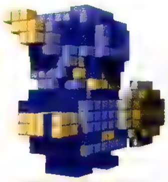
[illegible]

Some moves reset [illegible] important because combos [illegible]

EMAIL PSM3 @

Disagree with our choice? Then send us your picks.

psm3@futurenet.com



WALL OF SHOTS

25 retro references in 3D Dot Game Heroes

Rory Smith

OLD SCHOOL 25 blockin' retro references

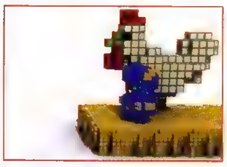
▶ 3D Dot Game Heroes doesn't *just* love the *Zelda* games, it loves all games! The proof? Just check out the gorgeous loading screens that cleverly recreate some of the most notable early console games, and some of the not so notable. Here's our favourites...

Game... Adventure Island, 1986

This is the box art to Hudson Soft's *Adventure Island*, the first appearance of the character Wonder Boy – his original name Master Higgins was used here.

Game... Another World, 1991

This is a recreation of the ace *Another World*. It was revolutionary for its time thanks to its stylish vector graphics and cinematic action.



Game... Final Fantasy V, 1992

This one is an homage to the fifth *Final Fantasy* game, recreated with a giant chicken standing in for the cover's iconic Chocobo.

Game... Ultima, 1981

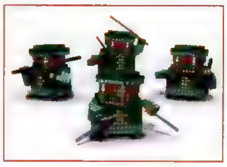
Originally created by gaming legend and part-time astronaut Richard Garriot. It was one of the first commercially successful RPGs ever made. Many sequels and spin-offs followed...

EMAIL PSM3 @

Want a game exploded in ludicrous detail? Tell us: **psm3@futurenet.com**

Pub Southpeak Games
Dev Silicon Studios
FYI PS3 | 2010 | PSM127 68%

A loving tribute to Nintendo's classic Legend of Zelda series It features beautiful 3D visuals, top down adventuring and some of the toughest dungeons ever created. It's too derivative to be a classic but super-stylish and a lot of fun for fans of retro RPGs

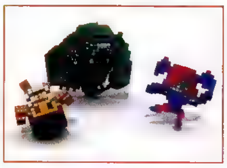


Game... TMNT, 1989

Cowabunga! The cult comic heroes and 90s phenomena are recreated here as four portly gentlemen sporting green face fuzz and red bandannas. Wasn't a bad game at the time either...

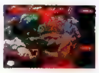
Game... Tetris, 1984

Tetris, along with vodka, is arguably Russia's finest export. A version of the block stacker has appeared on almost every console, but the Gameboy version is most famous.



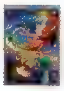
Game... Street Fighter II, 1992

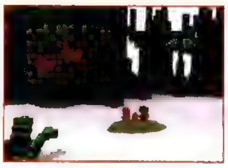
Fans hated the Western box art for the Super Nintendo version of *Street Fighter II*, but recreated in *3D Dot Game Heroes* style it's quite adorable.



Game... Space Harrier, 1985

Here's Sega's influential rail shooter reborn in chunky 3D pixels. The game was notable for featuring pseudo 3D backgrounds, and psychedelic visuals.



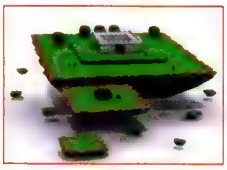


Game... The Secret of Mana, 1993

This SNES action RPG is an absolute classic. It even required a multi-tap and three controllers to be fully appreciated in the early 90s.

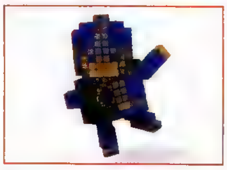
Game... Mike Tyson's Punchout, 1987

Before he appeared in hit movie The Hangover Mike Tyson had a boxing career and his own video game. It was all roses until Nintendo's license expired.



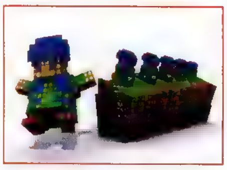
Game... Populous, 1989

Regarded as the first PC god game, Peter Molyneux's *Populous* let you manipulate terrain and grow your own miniature civilisation. Bullfrog prototyped it using LEGO bricks.



Game... The Mega-Man series

This chap can be found in the select menu under Soldier. The original Blue Bomber has clocked up over 50 games. Check out *Mega Man 10* on PSN...



Game... Lemmings, 1991

Oh no! Oh yes, it's *Lemmings*. This sadistic puzzle game challenged players to lead a troop of suicidal mammals across dangerous stages.

Game... Final Fantasy IV, 1991

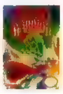
FFIV first appeared on the SNES. Two of the characters, Cecil and Golbez, are playable in *Dissidia: Final Fantasy* on PSP.

Game... Mystic Quest, 1992

Square Enix described this as a "simplified RPG" but it wasn't until *FFVII*, five years later, that the genre became genuinely popular.

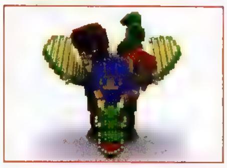
Game... Dragon Warrior, 1986

This is the first game in the *Dragon Quest* series. It was one of the first JRPGs to become popular in the West. At the time it had a greater impact than *FF*.



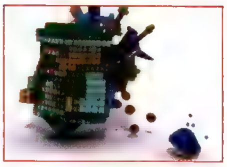
Game... Street Fighter II, 1991

That's more like it. This is the original arcade art for Capcom's genre-defining fighter. The design is recreated using a zombie, a vampire, a cyclops and a succubus.



Game... Dragon Quest VI, 1995

This initially cost a whopping 11,970 Yen (around £87). It didn't stop it becoming one of Japan's biggest sellers of 1995, but did prevent a Western release.

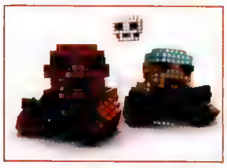


Game... Torneko's Great Adventure, 1993

A spin off of the *Dragon Quest* series. You played as portly Torneko, a shop keeper from the long running series. It featured randomly generated dungeons.

Game... Doom, 1993

id Software's landmark corridor shooter is widely accepted to be the game that popularised the now mighty FPS genre. id are currently working on the superb-looking *Rage*.

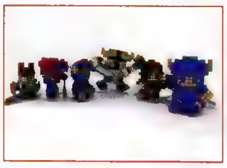


Game... Contra, 1987

Konami's classic (and ultra difficult) run and gun game gets the *3D Dot Game Heroes* treatment. Fans of the series should check out the *Little Big Planet* tribute (bit.ly/d9GzBG).

Game... Clu Clu Land, 1984

This bizarrely-titled NES game saw you playing a bubble fish charged with collecting coins. It was re-released as an unlockable title in *Animal Crossing*.

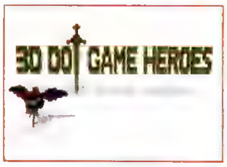


Game... Chrono Trigger, 1995

Chrono Trigger's multiple endings, character development and side quests made it one of the most influential JRPGs ever.

Game... Castlevania, 1986

Castlevania has had disastrous 3D outings over the years, arguably making this one the most successful yet; at least, until *Lords of Shadow* is released.



Game... Final Fantasy III, 1990

A remake of the third *FF* game was in development for the ill-fated Wonderswan, but sadly, it was cancelled and never released.

3D Dot Heroes FAQ

Q Does it matter which character I play as?

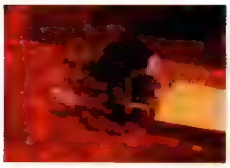
A Not really but bear in [illegible] The women, for instance [illegible] versa [illegible]

Q Which sword should I use? There are loads?

A Yes, there are plenty to choose from but for the [illegible]

CHARACTERS

Choose your hero...



Ninja... Strike from below

This tabard wearing terror is so stealthy he travels under ground using a straw to breathe. Swinging your sword makes him burst from the soil in a cloud of dirt.

Santa Claus... Let them eat cake

So this is what Saint Nick gets up to for the other 364 days a year. Weirdly there are two slightly different Santas in the game, this is the funky Santa. He wields a cake.

Dragon... and on and on

Most of the dragons in *3D Dot Game Heroes* are an absolute pain; not this scaly little fella. Sadly, he can only wield a sword (instead of torching enemies with fire-breath), but he's certainly one of the cuter characters.

Galleon... sail away!

A very odd one this. You play as a stately galleon that doesn't let a minor detail like lack of water stop its progress. Using the dash boots makes it look as though those sails have just caught a big gust of wind.

Shark... bite me

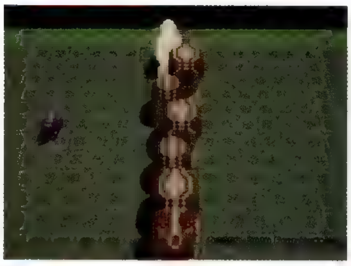
Relive the best moments of Jaws with this toothy critter. You know the bit when Roy Snieder has a sword fight with the... Nope, us neither. We can't play for five minutes without humming that tune: Duh duh...

Ayame... Tenchu who?

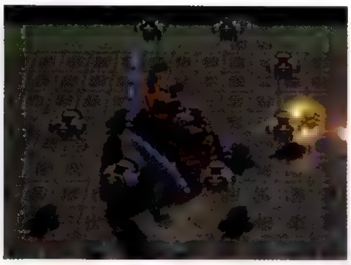
You remember *Tenchu* right? Okay, it was a stealthy ninja series popular on PS2. Ayame is a recurring female character from the series. The hero Rikimaru is also available, complete with lustrous white hair do.

BOSSES

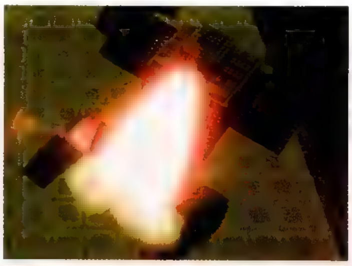
Block-rockin' Baddies



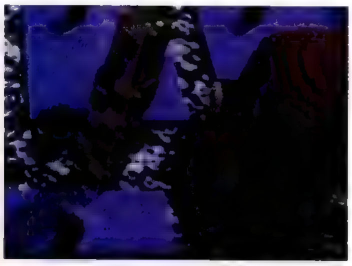
Eelagon This monstrous creature is the game's first boss so doesn't present too many problems. To see him off strike his tail when it flashes. Keep at it until just his head remains, but watch out for those fireballs.



Queen Bee The second dungeon is home to this humongous insect. Stick to the bottom half of the screen and don't take too many risks. Take out the baby wasps when they fly at you and keep your health topped up.



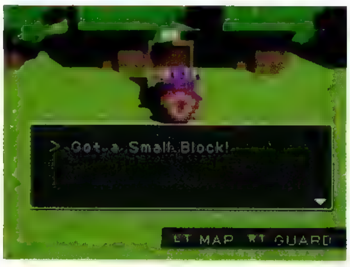
Giga Golem This hefty customer is a heavy hitter. His laser attacks are easy to dodge but once his legs are destroyed he'll also unleash shockwaves. Keep your distance and don't let him box you in.



Kraken A slippery customer unless you know how to beat him. Don't bother with the wire rod, instead equip your most powerful sword and bow. Concentrate on hitting him as soon as he surfaces and dodge his tentacles.

REFERENCES

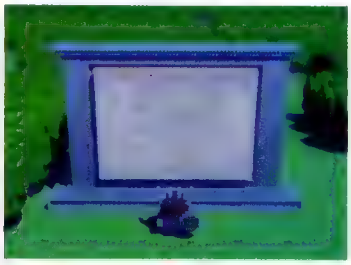
More gaming in-jokes



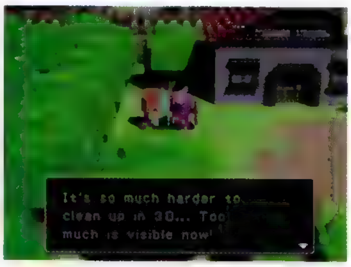
> Got a Small Block!

Treasured moments Open a chest and your blocky little hero will hold his prize aloft as a fanfare plays. Yes it's yet another reference to Nintendo's long running adventure series, *Zelda*. And there are more where that came from.

Hyrulians on holiday? Many of the game's enemies seem to have wandered in from Hyrule Field. These brutes resemble the series' moblins for example. Also look out for like-likes, stalfos and redeads.



Misty woods This early scene sees you navigating a cursed forest. Take a wrong turn and you'll be transported straight back to the beginning. It's a direct lift of one the *Zelda* series' most overused puzzles.

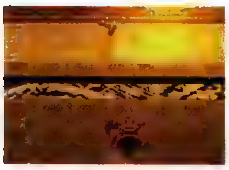


It's so much harder to clean up in 3D... Too much is visible now!

Demonic It isn't just *Zelda* that gets a nod though. Here a character laments the 3D revolution and later on there's an awesome reference to US publisher Atlus's other hit, *Demons Souls* – soon to be released in the UK.

ITEMS

Adventuring essentials



Item... Boomerang

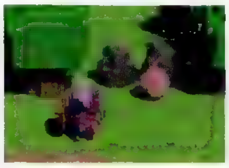
Pick this up in the first dungeon and you'll be able to reach distant switches. Later on it becomes invaluable for stunning the faster, nastier crowned enemies. Perfect for escaping when cornered.

Item... Hot Rod

Yes, it's the *Zelda* series' hook shot by another name – but no less useful. Use it to cross chasms when you see a wooden stump. Later in the game you'll need to get an upgrade so that you can cross even wider gorges.

Item... Magic

Defeating a boss will gift you with a new magic spell. Later in the game they become entertainingly powerful. This icy number freezes the entire area and all its monsters. Make sure you have plenty of potions ready...



Item... Bombs

Drop these in the path of bigger enemies and they'll come to a dead stop and politely wait to be destroyed. It's useful when facing knights later in the game and is handy for finding hidden doorways.

Item... Bow

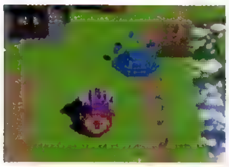
A great ranged weapon that's invaluable for chipping away at bosses that are too dangerous to approach with your sword. It's useful for hitting target switches, just don't try using it on baddies close-up.

Item... Sword

No adventurer worth his salt would be caught dead without his sword and there are loads to collect here. Try trading in blocks for new ones at this cave in the centre of the map. Bag them all for a Trophy.

SECRETS

Things to do in Dotnia

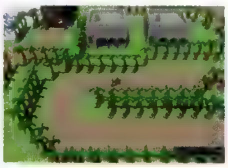


See... Slime time

This blue slime dreams of being human. Later in the game he gets his wish but if you find a magic mirror in a zombie infested swamp near the top of the map, and are very mean, you can change him back.

See... Beastly bestiary

Find the small ring in the sand temple and trade with a girl in the nearby village for this weighty tome. You'll need to clout enemies round the head to add them to its pages. Tougher enemies take *ages*.



See... Racing game

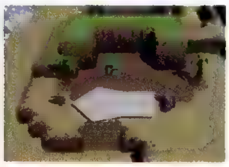
Talking to people in inns throws up a few surprises. One friendly customer will let you play this racing game in which you dash round a winding circuit. You'll need the Dash Boots from Dic in the first village.

See... Tower Defence

Better still is this tower defence game, Block Defence. It's all a bit *PixelJunk Monsters*. There are several stages to beat and units to unlock. Completing stages awards you with plenty of gold and collectible blocks.

See... Spare Keys

You'll occasionally come across surplus keys. Don't worry though, they'll remain in your inventory even after you've left the area. Use them in hidden regions to unlock secrets. You can also buy keys from traders.



See... Side Quests

To unlock everything you'll have to talk to everyone. Some of them will sell you things like this handsome blade and others will trigger collection quests. It's worth doing, if just to get the Hakabusa blade.

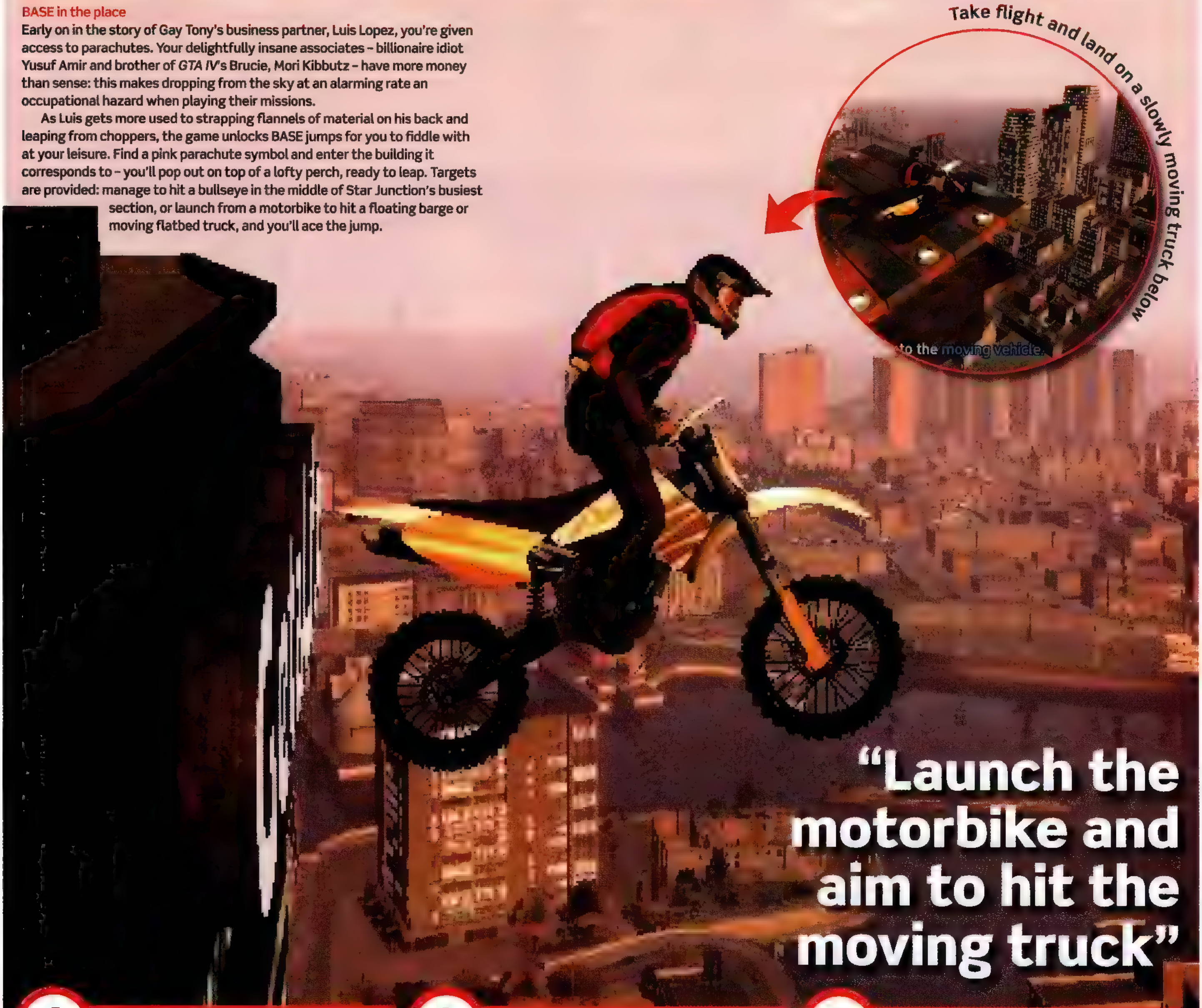
DEFINING MOMENT

Base jumping for kicks in GTA: The Ballad of Gay Tony

BASE in the place

Early on in the story of Gay Tony's business partner, Luis Lopez, you're given access to parachutes. Your delightfully insane associates – billionaire idiot Yusuf Amir and brother of *GTA IV*'s Brucie, Mori Kibbutz – have more money than sense: this makes dropping from the sky at an alarming rate an occupational hazard when playing their missions.

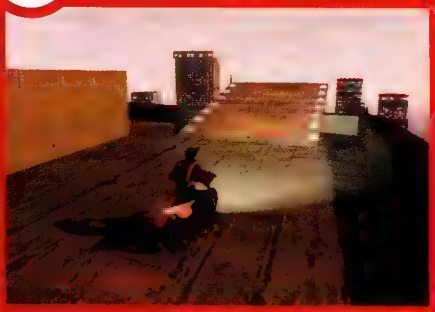
As Luis gets more used to strapping flannels of material on his back and leaping from choppers, the game unlocks BASE jumps for you to fiddle with at your leisure. Find a pink parachute symbol and enter the building it corresponds to – you'll pop out on top of a lofty perch, ready to leap. Targets are provided: manage to hit a bullseye in the middle of Star Junction's busiest section, or launch from a motorbike to hit a floating barge or moving flatbed truck, and you'll ace the jump.



Take flight and land on a slowly moving truck below

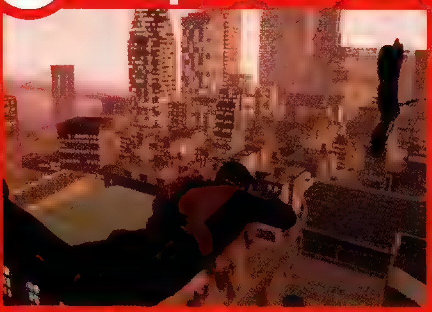
> "Launch the motorbike and aim to hit the moving truck"

1 Climb



Making preparations Locate your target. Star Junction is packed with BASE jumping hotspots, but look further afield and you'll find interesting challenges, like a leap from a bike to a moving boat. There's a Trophy, Adrenaline Junkie, for pulling your parachute at the last moment.

2 Jump



Pace yourself If the target is far away, open your body out during the fall and pull your parachute early. If you're shooting closer and more precisely, or want to feel the pavement against your face, pull later. Pull back on the left stick to 'flare' your 'chute and slow yourself down.

3 Land

Eyes on the prize Time it right and you'll plop safely to earth directly on your target. Too fast and you'll shatter every bone in Luis' body. Too slow and you'll look like a wuss. Which is worse? Complete every BASE Jump and you'll earn the Gone Down bronze Trophy. Bravo!

GameAmmo
"*Skate 3*'s Coach Frank is voiced and based on Jason Lee (Earl) from My Name Is Earl"

PlayStation's best kept secrets revealed every month

Easter egg › **BioShock 2** › Splicers get nostalgic

You'll encounter this just after you receive the telekinesis plasmid.

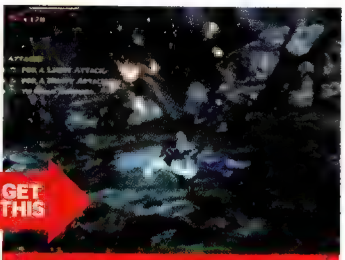
A level below there are three Splicers. Don't kill them: stay put and listen.

They discuss both of the original game's endings, and the fate of hero Jack.

Bonus items › **God of War III** › Kratos gets some upgrades

After beating all 7 challenges, play any scenario in the Combat Arena on Titan.

Lose 3 times and you'll be asked to switch to easy difficulty. Select 'no'.



Now start a new game on any difficulty and you'll have *everything* unlocked.

Easter egg › **GTA IV: EFLC** › Kill Niko Bellic

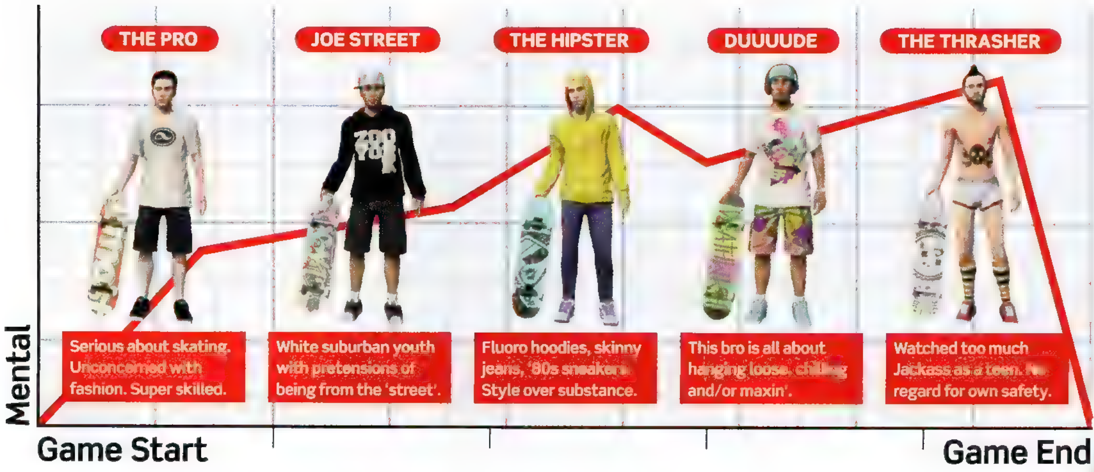
The mission 'Ladies Half Price' takes place during the diamond exchange from *GTA IV*.

Instead of speeding off in the boat, climb to shore and you'll find... Niko Bellic!

He takes a fair few hits, but you can kill him. And he drops an M4 rifle. Sorry, mate.

From zero to hero in... Skate 3

Some of the types of skater you're likely to meet when you play online



THE PRO: Serious about skating. Unconcerned with fashion. Super skilled.

JOE STREET: White suburban youth with pretensions of being from the 'street'.

THE HIPSTER: Fluoro hoodies, skinny jeans, '80s sneakers. Style over substance.

DUUUUDE: This bro is all about hanging loose, chilling and/or maxin'.

THE THRASHER: Watched too much Jackass as a teen. No regard for own safety.

The Top 5

Cheats you *must* know

① **Dead or Alive: Paradise**
Bonus game
Get 100 Venus Clips to unlock the Butt Battle mini-game. Really.

② **Half-minute Hero**
Knight 30 mode
Unlock this by completing Hero 30, Demon King 30 and Princess 30 modes.

③ **Resonance of Fate**
Club Famitsu Outfit
In Ch.7 select Leanne and look in her wardrobe. Enter △, △, ↑, ↑, □, □, ←, ←, L1, R1.

④ **GTA: Episodes from Liberty City**
Health and ammo
Dial 48255501000 to receive full health, armour and ammunition.

⑤ **Resident Evil 5: Gold Edition**
Bonus mode
In Lost in Nightmares investigate the entrance door 3 times to use the original Resi camera and control scheme.

RETRO REVIEW

Why Jumping Flash! was way ahead of its time

Tom Sykes

Pub Sony
Dev Exact Co. Ltd
FYI PSone | 1995
Released in the early days of the PSone, *Jumping Flash!* was something of a conceptual marvel. It was a year before *Mario 64* revolutionised the plaform game, a time when '3D' and 'platformer' were words that went together about as well as brie and chalk.

Shadows are important. For immersion, for mood, and – in huge, mechanical rabbit Robbit's case – for making a perfect landing on top of a flying whale inside a sky-based amusement park stolen by the evil Baron Aloha. Without a shadow informing where your leap is going to take you, *Jumping Flash!* – a first-person platformer with a serious height fetish – would be an impossible mess to play.

Shadows were the first half of what made Jumping *Flash!*'s weird concept work, but the camera was the other; tilting down after you executed a double or triple jump, it ensured that, no matter how odd it felt to be bouncing on enemies in first-person, the game could still cut it as a platformer. And it *was* odd: imagine playing Mario from the rotund, moustachioed plumber's perspective, kicking koopa shells and seeing them rebound straight at you, and you can imagine what made *Jumping Flash!* so special.

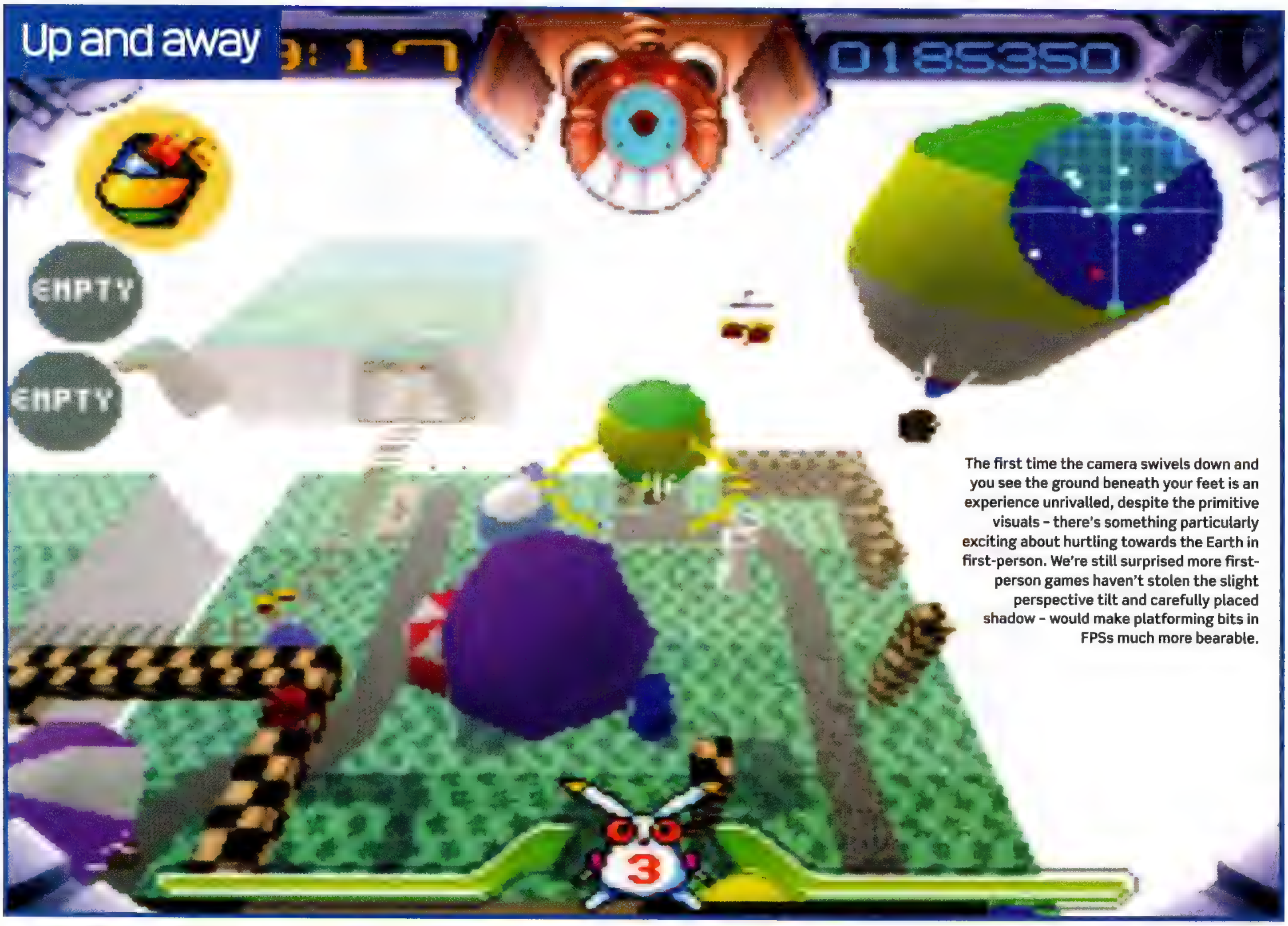
Flash forward

The plot can most succinctly be explained with a confused shrug, but we'll give you the long version: an evil astrophysicist in a funky Hawaiian shirt is stealing chunks of planets to build his own private resort, an action that for some reason requires hiding four carrot-shaped Jet Pods on each physics-defying, hovering chunk. Robbit, an agent of Universal City Hall, is promptly dispatched to investigate, and grab them. There are six themed worlds (ice world, city world, pyramid world etc.) with two stages and a boss fight in each, although they only take a few minutes to play through. It's a pretty easy game, too – unless, like us, you can't resist leaping into the floating frying pans and burning your robot rabbit legs on sizzling eggs.

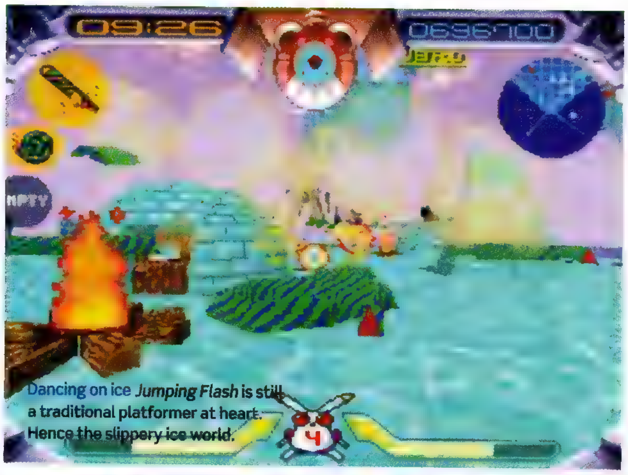
Stages are compact, and abstract, full of hovering platforms, escalator-rollercoasters, and other wonderfully bizarre imagery. A floating Stone Henge? A lava world complete with levitating cooking utensils? These are things that only occur within either a platform game or your worst cheese-induced nightmare (we're still not totally convinced *Jumping Flash!* is real). It somehow seems even odder because of the shift in perspective – first-person tends to denote immersion and authenticity, not jumping on top of a dragon until it explodes in a shower of glittering confetti.

Imagine doing the same thing in *Modern Warfare* or *Killzone 2*; the solider-eye perspective has become synonymous with grim military realism, with an ever-present rifle in the lower-right quadrant of the screen. Viewed through today's skewed lens, a first-person platformer seems utterly ludicrous and unworkable, but in 1995 –

The defining moment...

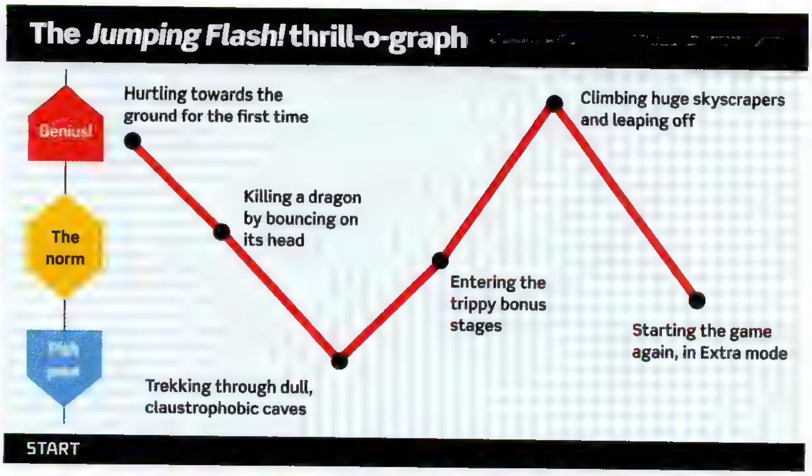


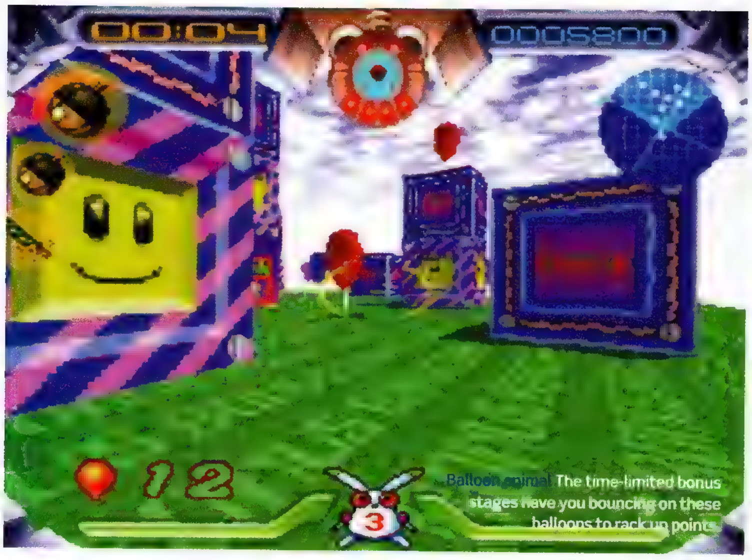
The first time the camera swivels down and you see the ground beneath your feet is an experience unrivalled, despite the primitive visuals – there's something particularly exciting about hurtling towards the Earth in first-person. We're still surprised more first-person games haven't stolen the slight perspective tilt and carefully placed shadow – would make platforming bits in FPSs much more bearable.



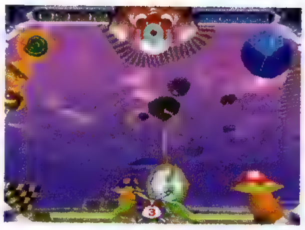
Dancing on ice *Jumping Flash* is still a traditional platformer at heart. Hence the slippery ice world.

The *Jumping Flash!* thrill-o-graph





Balloon animal The time-limited bonus stages have you bouncing on these balloons to rack up points



when we weren't so afraid of taking risks, when many genres in the new three-dimensional age were still in the process of being defined, and were thus a bit slippery – we simply accepted *Jumping Flash!*'s many incongruous elements at face value.

Enshrined within the game's weirdness is something you could never really find in any other platform game, particularly at the time: a sense of height, a sense of altitude, of a fully realised vertical space. It's rudimentary, obviously, and has been bettered now, but *Jumping Flash!* was the first game to give us vertigo.

Platform and function

It's primarily down to the primordial 3D visuals, but *Jumping Flash!* hasn't aged terribly well. It's never awful to look at – the rough geometry of the world is actually sort of charming – but play with modern sensibilities and you'll hate the old-fashioned, first-person controls, even if that's obviously nobody's fault. The thought of a *Jumping Flash!* remake, replete with twin analog support, larger worlds and some sort of lock-on weapon system, makes us very excited and more than a little sad, because the chances of that happening are ridiculously slim. But all is not lost: the first game is still on PSN, for about four measly pounds, and – who knows – if Sony ever get their act together regarding Europe's pathetic PSone selection, they may lob up the second one too.

We've seen the 'first-person platformer' concept rear its head again with *Mirror's Edge*, but that does it for the sake of realism and immersion; *Jumping Flash!* is more concerned with soaring above the clouds; of plummeting to Earth and watching the ground advance beneath your feet. It was very nearly the starting point for the 3D platform game, until *Mario 64* came along and said "Nice try, but *this* is how it's going to be from now on". In an alternate present, the latest *Sonics*, *Spyros* and *Ratchet & Clanks* all take place in first-person, and *Jumping Flash!* is memorialised the world over. To get a taste of that exotic parallel universe, you need to walk a mile in Robbit's shoes. Sorry, you need to do a triple-jump and land on a penguin's head, before killing a spinning teacup monster in Robbit's shoes...

CLASSIC VERDICT

Why now? *Just Cause 2* has put us in a vertical mood. You don't get much more vertical than *JF*.
Final thought A slightly dated platformer, but worth it for the vertigo-inducing triple jumps.

The Top 5

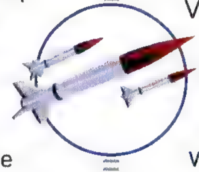
JF power-ups

① Special effects

The Power Pill turns Robbit invincible, and makes it look like someone's stuck a magnet on your TV screen. An early attempt to break the fourth wall. Maybe.

② Take a break

Time-Outs, yes, stop time for a bit, giving you the chance to collect Jet Pods without being constantly battered. Very handy indeed.



③ Rabid rabbit

Robbit also gets some nifty special weapons, including Rockets, Twisters and, our personal favourite, Cherry Bombs.

④ Time to kill

The Hourglass gives you more time to complete each level, but you have a ridiculously generous time limit to finish each stage anyway.

⑤ Stand back

Weapons are themed on fireworks. The Roman Candle fires a stream of light towards enemies. It's a particularly useful tool to use against bosses.

This is a 'cluster' - a supercomputer made of thousands of PS3s

PS3 update cripples military supercomputer

In 2009, researchers from the U.S. Air Force built a powerful computer using the combined processing might of over 2,000 PlayStation 3s. This cost U.S. taxpayers more than $600,000, although using PS3s actually worked out cheaper than using standard IBM machines, saving Uncle Sam a fortune.

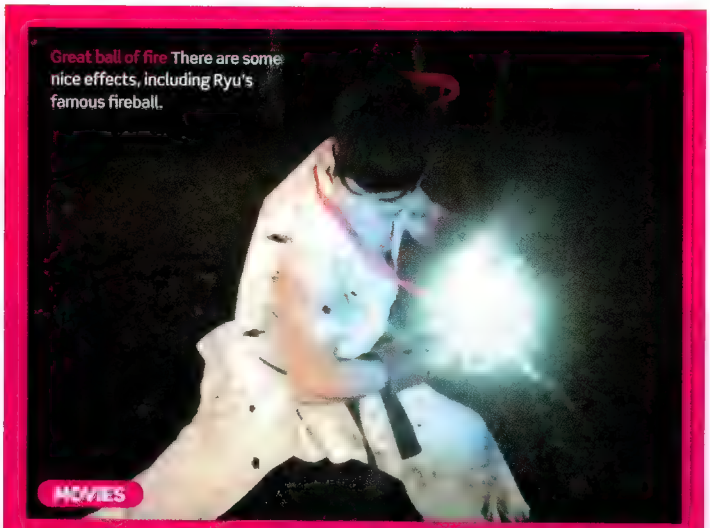
There was just one problem: the so-called 'cluster' ran on Linux, the operating system that - yep - Sony removed support for in their latest 3.21 firmware update. This means that if one of those thousands of PS3s dies or needs repairing, it won't be able to host Linux, and the entire network will be compromised.

"This will make it difficult to replace systems that fail," the US Air Force research team told tech website Ars Technica. "When the PS3s come back from Sony, they have the latest firmware installed, and we can't downgrade them."

And it's not just the U.S. military that are suffering: smaller clusters of PS3s are used by many universities as a cheap means of processing large amounts of data. The University of Massachusetts has a cluster of 16 PS3s, used to study black holes. "It's highly plausible that the raw computing power-per-dollar that the PS3 offers is significantly higher than anything else on the market today," they revealed.

So by removing Linux 'for security reasons', Sony have inadvertantly handicapped the studies of scientists around the world. Oops.

> "Sony have inadvertantly handicapped the studies of scientists around the world"



Great ball of fire There are some nice effects, including Ryu's famous fireball.

MOVIES

Bourne star makes Street Fighter film

No, not Matt Damon – although he would make a good Blanka. We're talking about Joey Ansah, who played Desh – a member of shady CIA outfit Blackbriar – in The Bourne Ultimatum. It's called Street Fighter Legacy, and it's actually rather impressive.

"As an actor, filmmaker and fan, I've been repeatedly disappointed by the many diluted, unfaithful and outright butchered movie adaptations of fighting video games," says Joey on his website. "It was clear to me, the way the film industry works, we'd never see a faithful, darker toned and adult themed incarnation of SF unless a die-hard fan stepped up to the plate."

And that's exactly what he did. The three minute short movie has been released (bit.ly/bS90EI) and sees Ryu and Ken in a heated battle in the rain, hurling photorealistic fireballs at each other. It's very well produced, and certainly more faithful in its short running time than the entirety of the awful, self-titled '90s movie, and the recent, equally bad, Legend of Chun-Li.

"A great ensemble team worked on this, including Anthony Wayne as executive producer, who has credits on over 90 movies including the last eleven James Bond films." Find out more at joeyansah.com, where you can also learn more about the making of the film and the people involved.

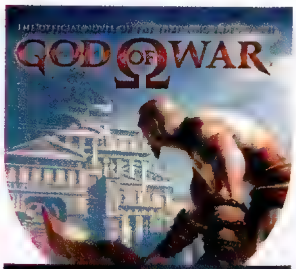
Punch drunk Ken looks like he's wearing a wig, but we won't hold that against the filmmakers.

LITERATURE

Video games and books collide

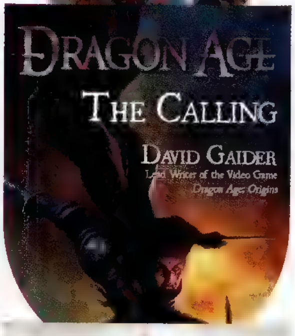
Literary adaptations of video games aren't a new phenomenon: there have been hundreds over the years, and some have even made the New York Times' famous Bestseller List. The books range from straight novelisations – like Raymond Benson's *Metal Gear Solid* adaptation, whose praises some hardcore *Metal Gear Solid* fans sing to this day – and assorted prequels, sequels and spin-offs.

Usually, books like these are farmed out to established sci-fi and fantasy authors, which is why you'll often see 'Written by the USA Today bestselling author!' or similar printed at the top, to lend them some extra credibility. Here are three recently-released books and some excerpts to give you an idea of how exactly you turn a game into a book...



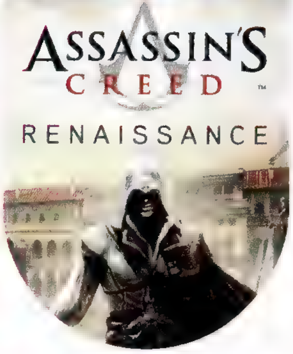
① God Of War by Matthew Stover

"Kratos' arms hang, their vast cords of knotted muscle limp and useless now. His hands bear the hardened callus not only of sword and Spartan javelin but of the Blades of Chaos and the Trident of Poseidon."



② Dragon Age: The Calling by D. Gaider

"The hurlocks hissed, bringing to bear their jagged-looking weapons as they suddenly recognised their foe. Darkspawn ichor fountained from gaping wounds as steel sliced easily through corrupted flesh."



③ AC: Renaissance by Oliver Bowden

"So how about a race from here to the Punta della Dogana? Starting now!" She leapt out of the window before Ezio could react. He watched her as she scampered over the red rooftops and raced after her."

My first love

Secret of Mana on the SNES

By: Roger Campbell
PSM3 reader

When did you first realise you and games were meant for each other?
I remember finding this second-hand in an old independent games shop (remember them?) where I grew up, and buying it on a whim for about £10. I knew nothing about it, but the beautiful cover artwork grabbed my attention.

Was it the gameplay or graphics that seduced you?
Both in equal measure. *Secret Of Mana* was a Square Enix RPG, back when they were the kings of the genre. It was special because it had the tactical depth of *Final Fantasy*, but with real-time combat. It was also an incredible world to visit. Later in the game you could freely explore, and there was so much to discover. It gave me a real feeling of going on an amazing adventure.

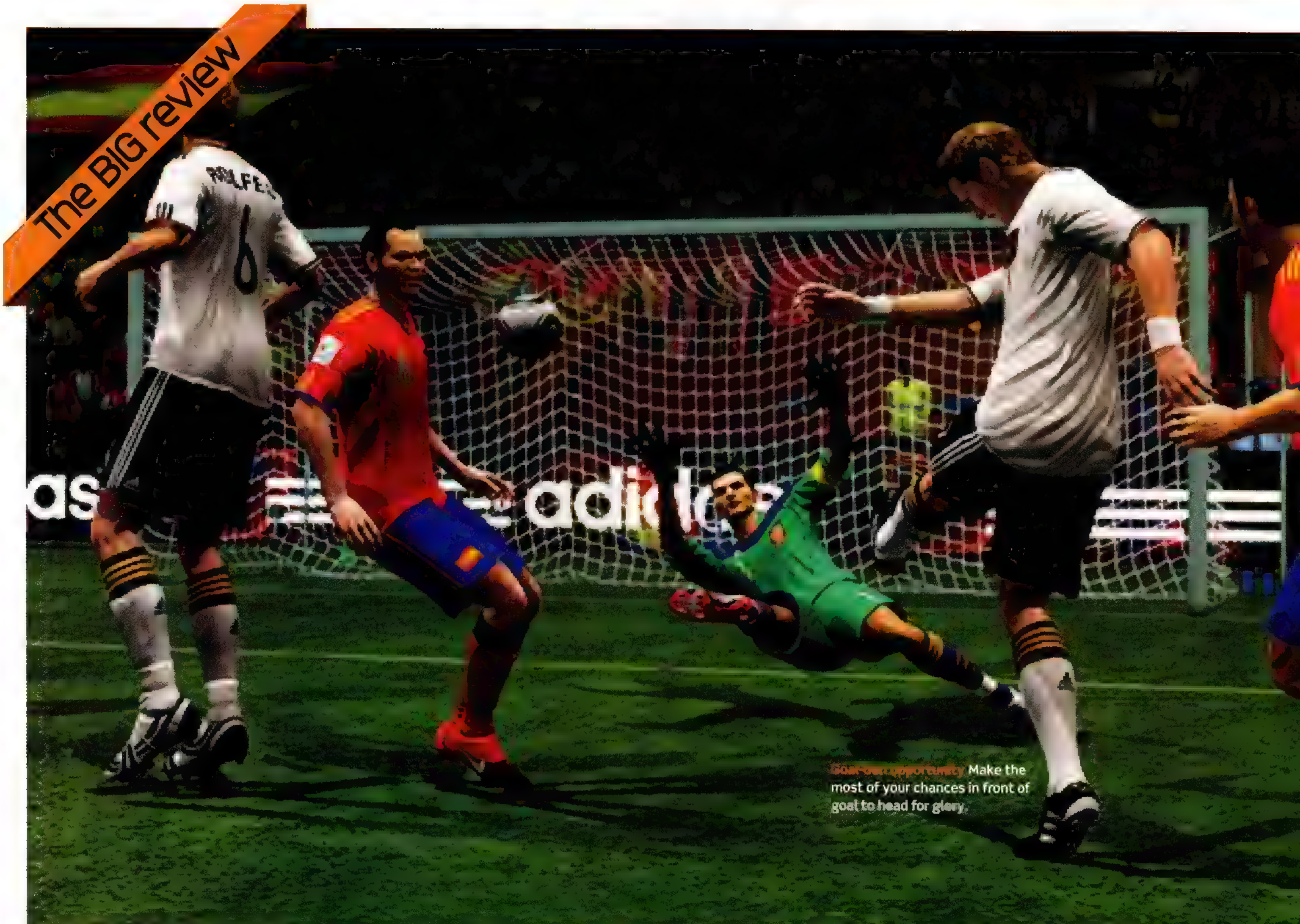
Ever tried to relive the moment?
Not really, because I'm worried my memories will be ruined. But *Secret Of Mana* was the first game that really drew me in and made me realise the power of the RPG as a genre to capture your imagination. I want a sequel now!

Want to play with other PSM3 readers? Go to www.psm3mag.co.uk

HIGHLIGHTS

World Cup 2010 wins big
PSN's bright future?
Making buddies in *GTA*

The BIG review


[illegible] Make the most of your chances in front of goal to head for glory.

Real fantasy football with FIFA World Cup

Never have we felt closer to eleven digital men..

Info-burst

Pub EA
Dev EA
Players 1-4
FYI PSM127 | 89%
Modes Online FIFA World Cup | Head to Head | Lounge

A timely cash-cow for EA manages to capture the thrills and spills of the 2010 World Cup while improving on the already stellar gameplay of *FIFA 10*. Guide your country (Yep, even Wales) to glory either offline or online in the best footie game money can buy.

Without a doubt, *FIFA World Cup 2010* will evoke a sense of patriotism you never knew existed.

The online World Cup is the big draw. It's probably an elaborate illusion but as we play as England we imagine that all the opponents faced randomly during the group stages and through to the final, are controlled by countrymen of that particular team. And they're all battling to show the *FIFA* world that their team is number one. Heck, there's even a leaderboard which charts which nation is doing best online making you want to play more to see your country rise to the top.

There's an improved Ranked Match system, which gives you ten divisions to try and gain promotion to or be relegated from by winning/losing games and gaining points to boot. The action is solid and the competition adds enough variety to proceedings to make this the best sports title you can play online.

Want to know more? Visit EA's Football World website at bit.ly/ao7Ql5

How to win the World Cup

Choose the right team

There's patriotism and then there's being blinkered. If you're from Uzbekistan and have dreams of lifting the cup, you may want to remember this. There's a five star rating system for teams, so four stars or above are safe bets. However, we *really* recommend the following...

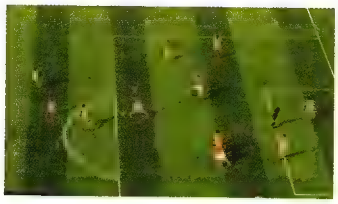
England Strong in defence, brilliant shooting power from midfield, Heskey and Agbonlahor are unrealistically deadly in front of goal.

Brazil Every footie game's best team for decades. Class all over the pitch but a bit weak in defence. You'll out-score your opponent though.

Spain Torres and Villa can be unplayable at times, meaning a torrid day for every opponent they face. Puyol is a rock at the back too.

France Ribery, Benzema and Henry provide a three-pronged attack deadlier than Poseidon's trident. Lethal on offence if used well.

Argentina The ball sticks to Messi and Tevez like glue and their engine room of Cambiasso and Mascherano means they're tough to break.



Passing game

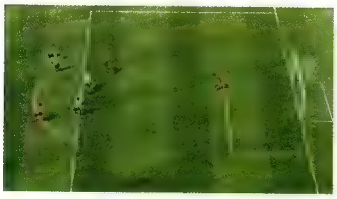
It's possible to bore your opponent to death with the slick passing game that *FIFA World Cup 2010* allows. Use your deep-lying midfielders to pass the ball back to the defence and then pass it out to the wingers as you suck in the opposition. Chipped through balls are a killer here. Just make sure your forward is on his way past the defender, not stood stationary. Thinking of swinging in a cross? Don't. Well, not unless you've got Serbia's 6ft 7" Nikola Zigic to nod them in. Don't be afraid to get your keeper involved in the passing game too. After all, your opponent is likely to charge forward and leave even bigger gaps across the pitch. Just cycle the ball around until there's a clear opportunity to have a crack. Speaking of which...

Shooting techniques

Everyone wants to score a pile driver from 40 yards but only the foolish would risk such a venture at 0-0. Get a commanding lead first...

Breakaway goal

You're clean through, the defence are trailing and there's only the goalie to beat. Human instinct makes most online players bring their keeper out and no doubt you'll want to chip him, right? Go for it if you must, but firing a shot as usual will bang it past the stranded goalie more often than not. Trust us.



Slot it home

Work your way into the 18 yard box and suddenly you want to take the nets out of the ground with a power shot. The professional hitmen rarely do, and neither should you in this position. Just slightly tap the shoot button and aim for the far corner and it'll trickle under the 'keeper. Simple.

Find the finesse

This is your best chance of scoring an absolute gem. Observe...

Left side **Use a right footed player from the edge of the 18 yard box. Hold R2 and let fly.**

Right side **Exactly the same as above except use a left-footed man to deliver the goods.**

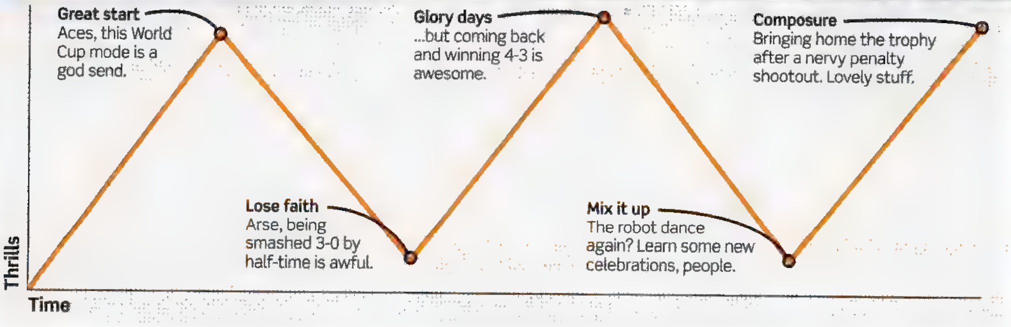
Practice penalties

For some stupid reason, EA have changed the penalty system to a more convoluted show-piece. While we can sit here and explain the intricacies of taking a penalty the training mode will teach you how to put one in the back of the net. Our advice is loads of practice, though.

Celebrate your success like a mad man

Over-celebrating goals is an arse-holes way of letting you know that they're trying to mock your weak skills. But it's also a great way of getting yourself through a game quicker than ever thanks to people getting angry and quitting out. No, really.

Online Thrill-o-meter



Great start Aces, this World Cup mode is a god send.

Lose faith Arse, being smashed 3-0 by half-time is awful.

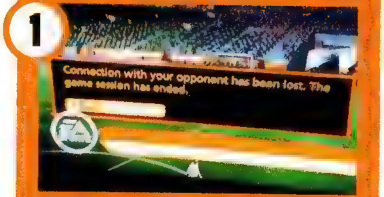
Glory days ...but coming back and winning 4-3 is awesome.

Mix it up The robot dance again? Learn some new celebrations, people.

Composure Bringing home the trophy after a nervy penalty shootout. Lovely stuff.

3 things you need to know NOW

Here's the best things we've learned so far...



1

Connection with your opponent has been lost. The game session has ended.

Losers get their comeuppance

Some losers still drop out, but EA have remedied this by registering whatever result you were leading by in the records.

2

No headset? No problem

Let your opponent know how mighty your skills are compared to theirs through the power of Goal celebration dancing.

3

Update your rosters

There are DLC squads to download on an almost daily basis, which in theory should keep all the World Cup rosters up to date. Fair play.

Q&A

What is it like for beginners?
Pretty straightforward and welcoming. Depending on your broadband speeds it actually feels like playing a two player game against a mate in the same room. The standard of player is pretty balanced too.

Are there any technical problems?
Occasionally you'll come across an opponent that has a woeful connection and the game can end up chugging along with a sloppy framerate, but this is a rarity on the whole.

Anything else I should know?
Do your homework on which team suits your style of play. The last thing you want is to be torn apart as you work out who your star players are.

PSM3's Top Online Games

25 of the best games to play online

FIRST PERSON SHOOTER

1

Battlefield BC2
The most intricate and varied warzone on PS3. This multi-player sandbox is a joy to visit with a squad of friends.
Rating [illegible] **- Issue** [illegible]

2 Modern Warfare 2
3 Killzone 2
4 Call Of Duty: World At War
5 Borderlands

ACTION / ADVENTURE

1

Uncharted 2
Looks stunning, and the climbing mechanics – in versus play and co-op – lend a fresh feel. More accessible than *MW2*.
Rating [illegible] **- Issue** [illegible]

2 GTA IV
3 Warhawk
4 Army Of Two: The 40th Day
5 LittleBigPlanet

SPORT

1

FIFA 10
Fuss-free, highly playable and no major lag issues. 10 vs 10, and Be A Pro are highlights. *PES 2010* is more tactical, arguably.
Rating [illegible] **- Issue** [illegible]

2 Skate 3
3 Madden NFL 10
4 PES 2010
5 NBA 2K10

RACER

1

Colin McRae DiRT 2
Brilliant, lag-free online racing with an online career mode that feeds into your main profile. The King – until *GRID 2*...
Rating [illegible] **- Issue** [illegible]

2 Burnout Paradise
3 Race Driver GRID
4 WipEout HD
5 NFS: Shift

BEAT 'EM UP

1

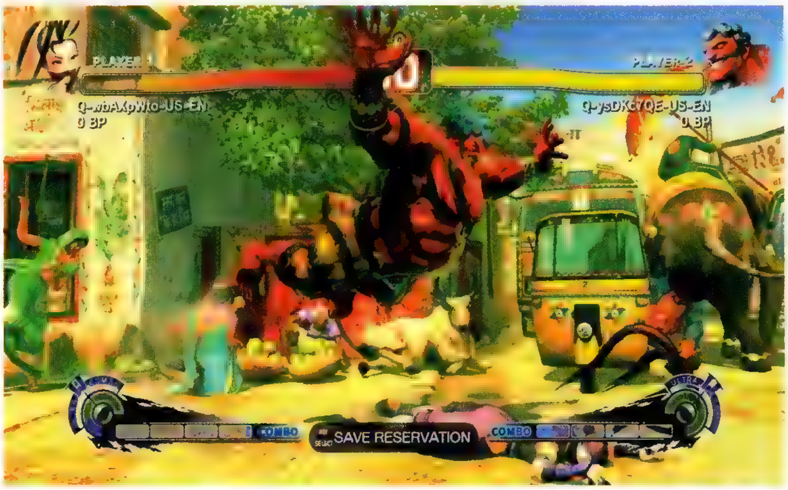
Super Street Fighter IV
The best fighting game ever, now with improved online options.
Rating [illegible] **- Issue** [illegible]

2 Soulcalibur IV
3 UFC 2009
4 Tekken 6
5 Super Street Fighter HD Remix

Don't agree? Let us know on the forums

More Reviews

We rate the rest of this month's online games



Perfect **We had issues with *SFIV*'s limited online features, but *SSFIV* has improved in every area.**

Info-burst

Pub Capcom
Dev Capcom
Players 1-8 (endless lobby)
FYI PSM126 | 95%
The best fighting game ever made returns with ten new characters, the bonus stages from the original games, and bolstered online modes. The eight-player endless lobbies are our highlight.

Super Street Fighter IV

REVIEW Are you really cut out to be a world warrior?

What is it like for beginners?
SFIV has been out for a while, so the community is split between total newbies and seasoned veterans. We recommend you spend some time in the challenge rooms before you get into ranked matches – losing repeatedly isn't really fun.

What's the community like?
If you're looking for banter we recommend you join an endless lobby. Expression in ranked rooms is mostly conveyed through fists, feet and the occasional taunt. (HP+HK).

Are there any technical problems?
We still encounter the occasional error message when searching for a ranked game, but the majority of our matches have been lag-free – particularly impressive considering the Endless Battle supports six spectators.

Anything else I should know?
Your last ten match replays get saved, but you'll need to select which ones you want to keep permanently. Team Battle sets you against two other fighters in a series of intense one-on-one battles. **Owen Hill**

Lost Planet 2

REVIEW More bang for your bugs

Info-burst

Pub Capcom
Dev Capcom
Players 1-4
FYI PSM127 | 71%
Capcom's co-op bug blaster is high on scale and spectacle, low on subtlty. It's a big dumb hoot of a game with friends, but a bit of a slog on your own. If you like big explosions though, it's an incendiary theme park.

What is it like for beginners?
Simple. *Lost Planet 2*'s core gameplay is about as complex and nuanced as a kick in the teeth. Aim, shoot, kill, repeat. You'll pick it up in no time, once you're used to the control scheme, which initially feels odd.

What's the community like?
Pretty good. There are loads of people playing, so you can usually get enough for a lobby if you need to bolster your party with randoms. Whether their teamwork is a help or a hindrance is a total crapshoot.

Are there any technical problems?
On the online side of things, no. We've always connected quickly and played without any lag. But there are some noticeable frame-rate judders when things get really explodey.

Bring friends **The AI is a shoddy in single-player. We recommend you experience *LP2* with a few mates.**

Anything else I should know?
If you're playing the campaign in co-op with friends, make sure you all stay at the same point in the story. You can't share a level that you haven't all unlocked. **Dave Houghton**

Super Street Fighter IV
"Spend some time in the challenge rooms before you get into ranked matches"

Network News

Beta trials, dev Q&As... the future of online now

The BIG story

Is this download-only game the future of FPS?

Blacklight hopes to set a standard on PSN

Fighting chance *Tango Down* will support up to 16 players on 12 maps.

Zombie Studios' futuristic military FPS, *Blacklight: Tango Down*, is due for release in July, and is intended to kick-start the notion of high quality download-only titles. Speaking in London, project lead Jared Gerritzen claimed: "We want the DLC market to rise and to become bigger than it is, mainly because the distribution plan of DLC allows a player to instantly get what they want. You cut out a lot of stuff that you'd normally have to do, so I really think that this is going to be one of the first games that raises the bar. We're using the Unreal 3 engine and are offering 12 maps, seven gameplay types, four-player co-op and customisable characters."

Gerritzen also revealed the price to be an impulse-friendly 15 Euros (£12-ish in the UK). "I hope it's an impulse buy," he said. "But I hope that it's an impulse buy that someone goes 'Wow! This is totally worth it.' There's been a lot of games that were pleasant surprises and I want to put this into that category. The price point is an interesting thing that Ignition set. We never saw it as a fifteen-dollar game, we just wanted to make an awesome game. We've got a lot of proud developers so we tried to make it the best that it could possibly be. We've made a game that's specifically a multi-player experience but polished to the standards expected of full priced games."

But is there still an inherent sense that being a PSN-only title somehow cheapens the game? "I think that people might think that," Gerritzen concurred. "There's always been the idea that it's small, it's niche. But that time needs to change."

Create-a-cannon You'll get to customise your weaponry to a ludicrous degree in *Tango down*.

Now Playing

The games we're loving right now

Friendly fire Racing through Liberty City with a good wingman can be a true bonding experience.

"I'd never normally get into a car with a complete stranger"

Nathan Irvine makes friends the hard way in *GTA: Episodes From Liberty City*.

Forging friendships with strangers while playing online is a tricky business – especially if your future BFF doesn't have a headset. But nonetheless these things eventually happen if you play enough games. During one game of Witness Protection I made such an acquaintance.

We started as N.O.O.S.E. operatives who have to ferry witnesses to safe houses. I asked how my team-mates were only to be met with radio silence. As soon as we started one of my comrades shot me in the back. I spun round to unload some hot revenge into my turncoat aggressor only to see him drive straight at me honking his horn. Bam! I went over the bonnet and died. I was furious. So furious that I spat pure hate down my mic hoping that my swears ripped his speakers.

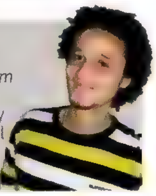
As I respawned I saw my killer again – at this point the game was well underway and our other buddies had torn off in the police bus. I calmed myself and slipped into a parked police car when... SMASH! the idiot had driven straight into my car. 'Effin' griefer', I thought as I jumped out and opened fire 'What's the point?' Just then I got a message in my PSN inbox saying 'GET IN PLZ'. It was this same person. Normally, on the advice of my mother, I'd never get into a car with a stranger – especially not one brandishing sweets, puppies or a bowie knife but I did. We stood stationary until another message popped up – 'THX', which means 'thanks' to you and I.

Before I knew it we were screeching after our team-mates as our differences were swept aside – I was firing out the window and my new friend was navigating the streets of Liberty City like a professional stunt driver. We faced the enemy together and watched each other's backs. If one of us died, we'd wait for the respawn. We were like Tango and Cash, Crockett and Tubbs or two other great cop duos that are more contemporary.

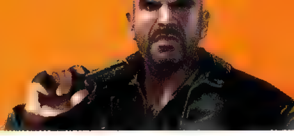
It's clear that the initial primitive form of communication was because the person couldn't chat, and we did go on to have a great time – maybe *the* best I've ever had online. I left the lobby and received a Friend Request, which I rejected instantly. Sure, we'd had a good time together but for all the fun and excitement we had I prefer to have the memory than a silent stranger lurking in my Friends List.

Picture It

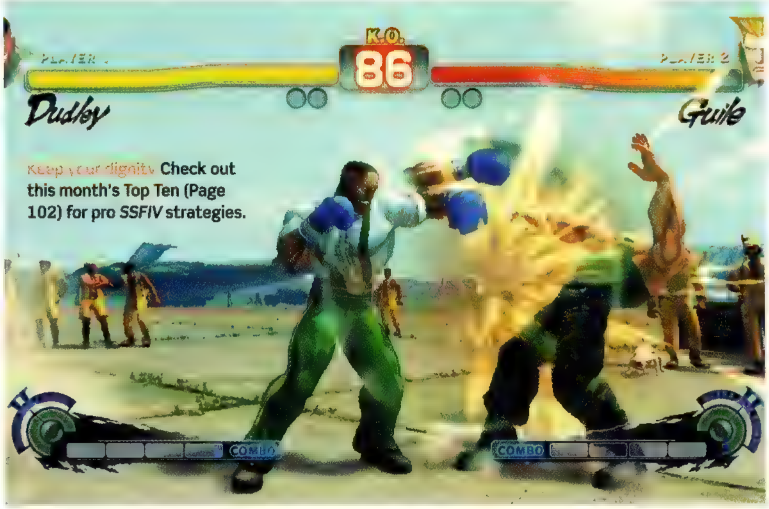
Nathan Irvine



Now Playing *GTA: Episodes from Liberty City.*
This month Returned to Liberty City, remembered how beautiful *GTA* is, got killed a lot.
Also Playing *ModNation.*



RSG NYC04
RSG NYC



Keep your dignity Check out this month's Top Ten (Page 102) for pro *SSFIV* strategies.

"There was a world of malice and unfulfilled dreams behind his ID"

Richard Stanton learns humility playing online *SSFIV*

Another otherwise unremarkable loss online in *Super Street Fighter IV*. But five minutes later the PSN message arrives: "Nice try, but your throwing style is predictable." Oh really?

Dumbfounded by the cheek of this Ken-playing skank, I decide the correct response is a go-away-nutter "thanks". A friend request arrives. DENIED.

Two nights later, the match invite arrives. "You still have much to learn, Padawan." Oh great. Not only am I being cyber-stalked, he (of course it's going to be a he) is also a fan of Star Wars. Specifically the prequels, no less. Some people just need a kicking.

So I came out fighting. Accepted the invite, straight in: online weirdo Ken versus Abel, straight and true. I'll show him throwing. PSN being PSN my wannabe-sensei didn't have voice chat, but there was clearly a world of malice and unfulfilled dreams lurking behind his PSN ID: 'Peace Missionary'.

Round 1. Round 2. There was no Round 3. This jumped-up jackass bounded back and forth across the screen with air hurricane kicks, taunting as he landed, bullying Abel into submission with hails of fireballs and throws. I tried. God knows I tried. I decided that a change of tactics was in order. The rematch saw my Dudley snatch one round from – the ultimate insult – his Dan. As I rushed in for the EX machine gun upper, he'd be jumping across the screen using an air taunt. As I whiffed a jet upper on wakeup, he'd run back and stick his bum out. The odd blow I landed served only only to fill up his revenge gauge and, when I made the foolish mistake of focusing, Dan's Ultra shot out and straight into Dudley's glass jaw. Pure gutter trash.

Needless to say, the message followed. "You still can't throw." Thanks for that pearl, chum. But from vicarious Qui Gon-Jinn to my abstract Mr Miyagi, how right he was. So I practice throwing, consciously mixing it into my game. Winning online, throwing losers across the stage. Practicing for the day when our rematch will come.

Because I'm playing *SSFIV* for one reason now. I'm gunning for Peace Missionary. I'm gunning for him really, really hard.

PACK FIGHTING

Richard Stanton

Now Playing *Super Street Fighter IV.*
This month Received multiple kickings from an online stalker.
Also Playing *Metal Gear Solid: Peace Walker.*

Picture It

ONLINE FRIENDS

The Best Stuff on the Store

PSN must-buys

BEST MOVIES

1. Avatar
2. Star Trek
3. Slumdog Millionaire
4. Saving Private Ryan
5. The Bourne Collection

BEST DEMOS

1. Skate 3
2. Batman AA
3. 2010 FIFA World Cup
4. Just Cause 2
5. Heavy Rain

BEST VIDZONE MUSIC

1. Foo Fighters – The Pretender
2. Johnny Cash – Hurt
3. Beyonce – Single Ladies
4. Kings of Leon – Sex on Fire
5. Eric Prydz – Call on Me

BEST PSN GAMES

1. Braid
2. WipEout HD Fury
3. Peggle
4. Battlefield 1943
5. Pixeljunk Shooter

BEST PSONE CLASSICS

1. Final Fantasy VII
2. Metal Gear Solid
3. Syndicate Wars
4. Vagrant Story
5. Street Fighter Alpha

DLC Update

The latest downloadable content to hit PSN

DLC of the month

A wilder west for Red Dead Redemption

Rockstar loves you. Did you know that? How else would you explain the release of this Outlaws To The End DLC, for free, so soon after the main game launched. Chances are you're still skinning stray deer and picking desert sage in the Mexican scrub to be concerned with even *more content*, but as this costs absolutely zilch to download, you may as well have it installed ready for your post-story co-op sessions.

Each mission re-enacts a pivotal moment or plot thread from the single player, but adds the capability for you and up to three other desperados to take part. Walton's Gold sees you raiding a gang controlled mine and the aim is to pile as much gold into a cart and escape before the tunnels are collapsed. The River sees you floating down the Rio Grande on Irish's raft, taking out enemy forts along the way, and Ammunition has your posse fighting the Mexican army at Tesoro Azul. In all there are six new missions to tackle, and each one gives unique multi-player rewards to its conquerors.

There are even fresh Trophies for those mad enough to have collected all the silverware in the main game. Really? Have you *really* skinned 18 Grizzlies and bagged the Bear-ly Legal Trophy? No, thought not...

Rstar5
Rstar5
Rstar3
Rstar2

There's no shortage of massive guns in Red Dead. We approve.

[illegible] it's gathering XP and skinning things.

Download queue

Game-boosting extras you can download right now

1 Just Cause 2

Download Chevalier Ice Breaker **Cost** Free

[illegible]

2 BioShock 2

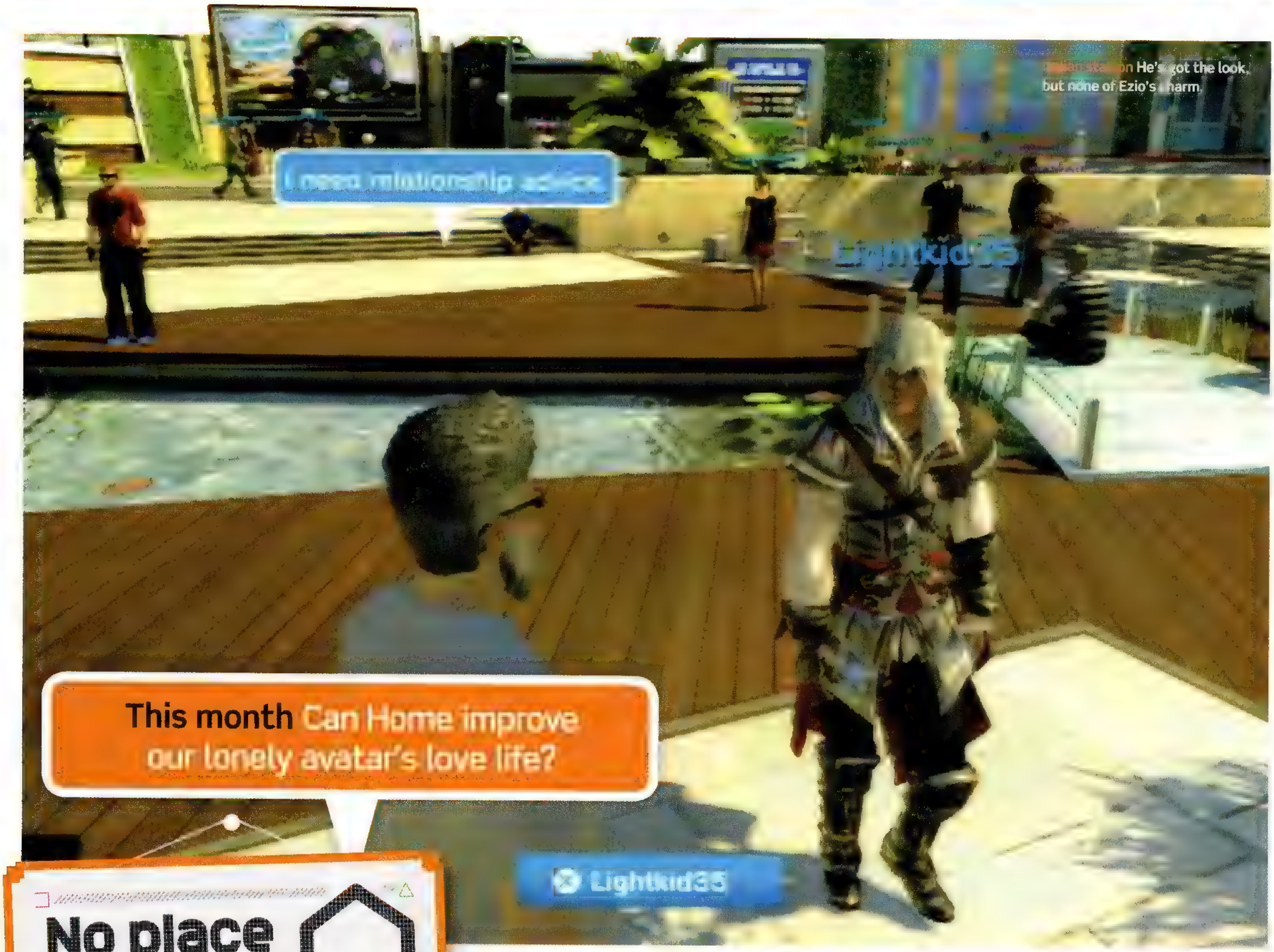
Download Kill 'Em Kindly **Cost** Free

[illegible]

3 DJ Hero

Download Domination Track Pack **Cost** [illegible]

[illegible]



Italian Stallion He's got the look, but none of Ezio's charm.

This month Can Home improve our lonely avatar's love life?

No place like Home

Raw reports from Sony's life sim

We had some success asking the denizens of *Home* the answer to some of history's greatest philosophical questions (PSM125), so we thought we'd try and solve another of life's greatest mysteries: being good at meeting girls.

Get the look

First thing's first: sort out our avatar. We slick our hair into a quiff and stick on a lady-pleasing gold earring – although we can't bring ourselves to lose the beard.

Filled with confidence, we strut into Home Square. "I need relationship advice," we ask Lightkid35, who's dressed as Ezio from *Assassin's Creed*. "Don't ask me, LOL," he responds. Clearly, this version of Ezio isn't as much of a hit with the ladies as in *AC2*.

We wander deeper into the square and notice a group of dancing, chatting youngsters. "I never seem to have any luck with the ladies. Do you guys have any tips?" They all chime in at once with a chorus of 'LOLs'. "Maybe sort yourself out?" says Broaddend. "You look like a weirdo," says xDaeDx. She's a girl, which makes the put-down especially hard to digest.

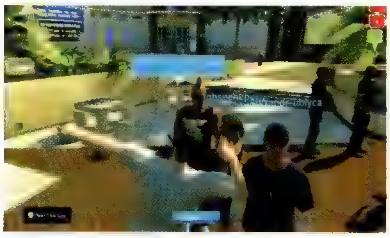
We leave, in shame. But not before activating the 'shake fists' animation a few times in their general direction. That'll bloody show them. Oiks.

The mood has soured in Home Square, so we decide to go elsewhere. A new space has opened, based on *ModNation Racers*. It's a giant race track, and surprisingly busy. We chase a *Home* user, JugglerJem, down the twisting roadway. "Excuse us! What do you do to impress girls?" he stops. Then runs off. Then stops again, clearly mulling the question over. "Just show them my **** hahahah." We can only imagine what he's referring to. His collection of rare records? His cricket trophies? We daren't ask.

We're not getting anywhere. The users of *Home*, it seems, are just as ill-versed in the ways of the woman as we are. And the girls just laughed at us whenever we approached them, or ignored us. *Home* mirrors life in more ways than we're comfortable with.

We're not even sure there are any *girls* here. Would a girl have a username like 'DoomHarbinger69' and hang around in *Home* at four o'clock in the afternoon? It seems like our lonesome trudge through the virtual-verse is in no danger of changing. Oh, woe is us.

Andy Kelly is PSM3's Features Editor. For more shots of this month's quest, visit tinyurl.com/psm3flickr



Strong armed **We try some body building poses near girls. They ignore, or laugh, at us.**

Home Q&A

Q. What is Home?

A. **A virtual world that you can access from your XMB. It's filled with other PS3 users, represented as 3D avatars, that you can interact with. Like a chatroom, but in three dimensions.**

Q. How do I get started?

A. **It's free. Well, the basics are. To get the best 'spaces' (levels, basically) and the coolest clothes/costumes for your avatar, you'll need to spend real money through the Store.**

Q. What is there to do?

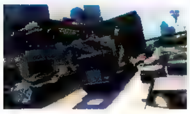
A. **Besides chatting and dancing, there are a load of mini-games and arcade machines to play on. Some are great, some are rubbish, and many come with cosmetic rewards for your avatar.**

PSM3 Presents

The Archive

Every PS3 game rated plus what to buy next

TOP 3 PS3 ADVENTURES



01 **Grand Theft Auto IV**
02 **Uncharted 2: Among Thieves**
03 **Metal Gear Solid 4**

PSM3 WILDCARDS

R&C: A Crack In Time
Quality platforming in a sprawling universe.

Chronicles Of Riddick
Atmospheric sci-fi with brutal melee combat.

TOP 3 PS3 SHOOTERS

01 **Call of Duty: Modern Warfare 2**
02 **BioShock 2**
03 **The Orange Box**

PSM3 WILDCARDS

BIA: Hell's Highway
Surprising tactical depth and an involving story.

Ghostbusters
Faithful film adaptation with great set-pieces.

TOP 3 PS3 RACERS

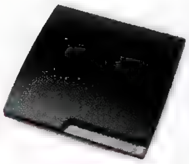
01 **ModNation Racers**
02 **Race Driver: GRID**
03 **Colin McRae: DiRT 2**

PSM3 WILDCARDS

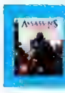
MotoGP 09/10
An accomplished and realistic bike sim.

GT5 Prologue
Decent selection of cars and precise handling.

PS3 A-Z Listing



Game	Issue	Score
3D Dot Game Heroes	127	68%
50 Cent: Blood on the Sand	112	75%
AC/DC Live: Rock Band	110	41%
Afrika	110	71%
Afro Samurai	112	64%
Aliens vs. Predator	125	57%
All Pro Football 2K8	94	74%
Alone in the Dark: Inferno	108	70%
Armored Core 4	89	77%
Armoured Core For Answer	108	63%
Army of Two	99	87%
Army of Two: The 40th Day	122	85%
Ashes Cricket 2009	117	73%
Assassin's Creed	95	81%


Assassin's Creed 2 [illegible] 94%
Superb action and a smart, varied and well-rounded story – a perfect sequel

Game	Issue	Score
Band Hero	122	81%
Batman: AA	118	92%

Batman: AA GOTY 126 92%
Still one of PS3's best, but better without archaic 3D glasses

Game	Issue	Score
Battlefield Bad Company	103	80%
Battlefield Bad Company 2	125	87%

Bayonetta 122 90%
Sexy, epic and wonderfully ridiculous – a slick action game.

Game	Issue	Score
The Beatles: Rock Band	119	87%
Beijing 2008	103	57%
Beowulf	95	41%
Bionic Commando	114	67%
BioShock	106	93%

BioShock 2 123 [illegible]
Tops the original in terms of storytelling and combat. Brilliant.

Game	Issue	Score
Blacksite: Area 51	99	51%
Bladestorm; The 100 Year War	94	61%
BlazBlue: Calamity Trigger	123	85%
Blazing Angels 2	97	70%
Blazing Angels SOWW2	86	52%
Blitz: The League II	107	59%
Bolt	111	44%
Borderlands	120	84%
The Bourne Conspiracy	103	65%

Richard Says The combat is brutal and satisfying but the game lacks the intrigue of the films and soon tires.

Game	Issue	Score
Brothers in Arms: HH	106	71%
Brutal Legend	120	79%
Burnout Paradise	97	89%
Burnout Paradise: TUB	112	80%
Buzz! Brain of the UK	114	70%
Buzz! Quiz TV	103	81%
Cabela's Dangerous Hunts 09	110	29%
Call Of Duty 3	86	82%
COD 4: Modern Warfare	95	94%

Call of Duty: MW2 [illegible] [illegible]
Sublime in single, co-op and multiplayer. An incredible package.

New this month

ModNation Racers PS3	91%	Patchwork Heroes PSN	72%
FIFA World Cup 2010 PS3	89%	Lost Planet 2 PS3	71%
Skate 3 PS3	88%	3D Dot Game Heroes PS3	68%
Sam & Max: The Devil's Playhouse PSN	86%	Nier PS3	67%
Split/Second PS3	80%	After Burner: Climax PSN	65%
Dead to Rights Retribution PS3	74%		

Game	Issue	Score
Call of Duty: World at War	108	79%
Call of Juarez: Bound in Blood	116	79%
Cars: Mater-National	97	51%
Chronicles of Narnia: PC	106	37%
Chronicles of Riddick: AODA	113	79%
Clive Barker's Jericho	94	65%
The Club	97	72%
Colin McRae: Dirt	92	88%
Colin McRae: Dirt 2	118	89%
Comand & Conquer: RA3	113	71%

Owen Says Great co-op, hammy cut-scenes, and a decent control scheme secure this as one of PS3's best RTSs.

Game	Issue	Score
Conan	94	45%
Condemned 2: Bloodshot	99	81%
Conflict: Denied Ops	98	50%
Cross Edge	117	43%
Damnation	115	46%
Dante's Inferno	124	80%
Dark Sector	99	76%
Dark Void	123	68%
The Darkness	90	71%
Darksiders	123	77%
Dead Space	107	87%
Dead to Rights Retribution	127	74%
Def Jam Icon	86	49%
Demon's Souls	121	88%
Destroy all Humans: POTF	112	17%
Devil May Cry 4	87	80%
Disgaea 3 Absence of Justice	111	82%

DJ Hero [illegible] [illegible]
Polished to near-perfection, this is the next step in music games.

Game	Issue	Score
Dragon Ball Z: Burst Limit	103	70%
Dragon Age: Origins	121	63%
Dynasty Warriors 6	100	40%
Dynasty Warriors 6 Empires	116	45%
Dynasty Warriors Gundam	94	49%
Dynasty Warriors Gundam 2	112	35%
Dynasty Warriors Strikeforce	125	51%
Eat Lead: TROMH	113	63%

ESIV: Oblivion [illegible] [illegible]
Incredible open-ended experience, but 100 hour+ length requires dedication

Game	Issue	Score
Enchanted Arms	88	68%
Enemy Territory Quake Wars	103	50%
Eternal Sonata	111	84%
Everybody's Golf 5	100	83%
Eye Of Judgement	94	79%
EyePet	120	83%
F.E.A.R	86	72%
F.E.A.R 2: Project Origin	111	80%
F1 Championship Edition	86	50%
FaceBreaker	105	48%
Fairytale Fights	121	40%

Fallout 3 107 90%
Imaginative, epic and brilliant, but too sprawling and slow for arcade gamers

Game	Issue	Score
Fantastic Four ROTSS	90	39%

Far Cry 2 107 91%
Challenging, immersive safari shooter with liberating tactical freedom

Game	Issue	Score
Ferrari Challenge	104	71%
Final Fantasy XIII	125	81%

FIFA 10 119 90%
The best *FIFA* yet. Will even make huge *PES* fans think twice

Game	Issue	Score
FIFA Street 3	98	71%
FIFA World Cup 2010	127	89%
Fight Night Round 3	86	78%
Fight Night Round 4	116	80%
Folklore	93	69%
Fracture	107	67%
FUEL	115	73%
Full Auto 2: Battlelines	86	36%
G1 Jockey 4 2008	107	32%
Genji: Days of the Blade	86	60%
Ghost Recon AW 2	91	86%
Ghostbusters	115	85%
GI Joe: The Rise of Cobra	118	61%
God of War Collection	123	85%

God Of War III 125 [illegible]
Familiar but thrilling – sits among PS3's gods, if shy of the throne.

Game	Issue	Score
The Godfather: TDE	86	66%
The Godfather 2	113	68%
Golden Axe: Beast Rider	108	35%
Gran Turismo 5 Prologue	100	87%

Grand Theft Auto IV 101 [illegible]
Imperfect, but the most focused, funny, compelling *GTA* ever

Game	Issue	Score
GTA: Episodes from Liberty City	126	88%
Guitar Hero 3	95	90%

Guitar Hero 5 119 [illegible]
Not a re-invention, but the most thorough and polished *GH* yet

Game	Issue	Score
Guitar Hero: Aerosmith	104	78%
Guitar Hero: Greatest Hits	117	70%
Guitar Hero: Metallica	114	86%
Guitar Hero: Van Halen	124	40%
Guitar Hero: World Tour	108	88%
Gundam: Target in Sight	86	28%
Harry Potter	90	55%
Harry Potter ATHBP	116	61%
Haze	102	71%
Heavenly Sword	93	65%
Heavy Rain	124	88%
Hellboy: Science of Evil	105	43%
Heroes Over Europe	119	69%
Il-2 Sturmovik: Birds of Prey	118	82%

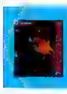
Game	Issue	Score
The Incredible Hulk	104	55%
inFamous	115	71%
Iron Man	101	36%
James Cameron's Avatar: TG	122	63%
Juiced 2	94	80%
Just Cause 2	126	80%
Kane & Lynch: Dead Men	95	58%
Katamari Forever	119	77%
Killzone 2	111	88%

Milf Says Over hyped, but a good single-player, and [illegible] make *Killzone 2* feel extra special.

Game	Issue	Score
King of Fighters XIII	117	54%
Kung Fu Panda	104	72%
Lair	93	54%
Last Rebellion	124	61%
Legend of Spyro	109	56%
Legends of Wrestling	113	58%
Legendary	108	48%
Lego Batman	107	72%
Lego Indiana Jones	102	70%
Lego Indiana Jones 2	122	78%
Lego Rock Band	122	83%
Lego Star Wars: TCS	95	80%
Leisure Suit Larry: BOB	115	14%

[illegible]

Game	Issue	Score
Lord of the Rings: Conquest	111	20%
Lost Planet	98	69%
Lost Planet 2	127	71%
Lost: Via Domus	99	42%
Madden NFL 2010	118	88%
MAG	124	73%
Marvel Ultimate Alliance	86	72%
Marvel Ultimate Alliance 2	120	67%
Medal of Honor: Airborne	96	69%
Mercenaries 2: WIF	106	76%



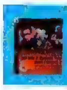
[illegible] history – at a cost.

Game	Issue	Score
Midnight Club L.A	107	81%
Mini Ninjas	118	65%
MSC Paintball 2009	111	23%
Mirror's Edge	108	84%
MK vs DC Universe	108	75%

[illegible]

Game	Issue	Score
MotoGP 09/10	125	84%
MotorStorm	86	88%
MotorStorm: Pacific Rift	107	80%
MX vs ATV Reflex	124	74%
MX vs ATV Untamed	99	60%
NASCAR 08	92	48%
NBA 2008	97	61%
NBA 2K10	121	88%
NBA Live 10	120	88%
NBA Street Homecourt	87	80%
Need For Speed Carbon	86	58%
Need For Speed ProStreet	95	79%
Need For Speed: Shift	119	80%
NFL Tour	99	48%
NHL 10	119	79%
NHL 2K10	119	79%
Nier	127	67%

Game	Issue	Score
Ninja Gaiden Sigma	90	80%
Ninja Gaiden Sigma 2	118	87%
Operation Flashpoint: DR	120	85%



[illegible]

Game	Issue	Score
Overlord: Raising Hell	101	72%
Overlord II	116	68%
PES 2010	119	89%
Pirates of the Caribbean	89	55%
Prince of Persia	109	68%
Prison Break: The Conspiracy	126	50%
Prototype	116	82%
Pure	106	75%
Quantum of Solace	108	51%

Race Driver: GRID [illegible]

Game	Issue	Score
Rainbow Six Vegas	90	76%
Rainbow Six Vegas 2	99	78%

[illegible] expect, plus some cute new twists

Game	Issue	Score
Ratchet & Clank: TOD	93	93%
Red Faction: Guerrilla	115	86%
Resident Evil 5	112	86%
Resident Evil 5 Gold Edition	125	86%
Resistance 2	108	81%
Resistance Fall of Man	86	89%
Resonance of Fate	125	80%
Ridge Racer 7	86	79%
Rise of the Argonauts	111	47%
Rogue Warrior	123	26%
Rock Band	96	88%

[illegible]

Game	Issue	Score
Ryu Ga Gotoku Kenzan	100	75%
The Saboteur	122	69%
Sacred 2	115	51%
SAW	121	65%
SBK 08	106	54%
SBK 09	115	70%
Sega Golf Club	88	53%
Sega Megadrive Collection	112	60%

Andy K Says An admirably complete package of every [illegible] game. One for nostalgia fans.

Game	Issue	Score
Sega Rally	93	79%
Sega Superstar Tennis	99	73%
Shaun White Snowboarding	108	68%
Shellshock 2: Blood Trails	112	38%
Sid Meiers Civ Rev	103	86%
Silent Hill: Homecoming	111	72%
Simpsons Game	95	70%
SingStar	93	81%
SingStar Motown	118	85%
SingStar: Pop Edition	114	66%
SingStar: Queen.	113	70%
SingStar Take That	121	75%
SingStar Vol. 2	102	85%
SingStar Vol. 3	109	75%
Skate	93	91%

Like this? Try this Old games you might like

Just Cause 2 [illegible] game on PS3, with a vast map and some of the wildest set-pieces we've ever played. Slightly let down by the weak controls and physics.

Mercenaries 2 [illegible] glitches, but the sense of freedom is palpable. Toppling a skyscraper is a real thrill thanks to the destuction.

Game	Issue	Score

[illegible]

Game	Issue	Score
Skate 3	127	88%
SNK Arcade Classics	109	60%
Soldier Of Fortune: Payback	97	62%
Sonic & SEGA All-Stars Racing	125	74%
Sonic the Hedgehog	86	47%
Sonic Unleashed	109	60%
Soul Calibur IV	104	85%
Spider-Man 3	89	72%
Spider-Man: Web of Shadows	109	53%
Splinter Cell Double Agent	88	75%

Andy H Says Feels creaky next to 360 exclusive [illegible] cracking stealth game.

Game	Issue	Score
Split/Second	127	80%
Star Wars the Clone Wars: RH	121	25%
Star Wars: TFU	106	59%
Stormrise	112	79%
Stranglehold	93	78%
Street Fighter IV	110	95%
Stuntman	92	75%
Supercar Challenge	118	74%
Superstars V8 Racing	115	65%

[illegible]

Game	Issue	Score
Tekken 6	120	70%
Terminator Salvation	115	35%
Tiger Woods 10	116	76%
Time Crisis 4	97	44%
TimeShift	86	72%
TNA impact	106	69%
Tom Clancy's EndWar	108	80%
Tom Clancy's H.A.W.X	112	63%
Tomb Raider: Underworld	108	83%
Tony Hawk: RIDE	123	41%
Tony Hawks Project 8	86	80%
Tony Hawks Proving Ground	94	85%
TopSpin 3	103	79%
Transformers	91	52%
Transformers: ROTF	117	51%
Turning Point: Fall of Liberty	100	37%
Turok	87	71%
UEFA Euro 2008	100	67%
UFC 2009 Undisputed	115	77%
Uncharted: Drakes Fortune	96	89%

[illegible] adventure for your PS3.

Game	Issue	Score
Unreal Tournament 3	97	85%
Untold Legends	86	59%
Valkyria Chronicles	107	85%
Vancouver 2010	124	35%
Viking: Battle for Asgard	100	64%
Virtua Fighter 5	86	87%
Virtua Tennis 3	86	85%
Virtua Tennis 2009	115	81%
Wall-E	104	42%
Wanted	113	66%
Way of the Samurai	125	64%
WET	119	71%
Wheelman	113	65%
White Knight Chronicles	125	56%
Wolfenstein	118	49%
World Snooker Championship	86	75%
WSC Real 09	112	52%
WWE Smackdown vs. Raw 10	120	82%
X-Men Origins: Wolverine	114	71%

Yakuza 3 125 [illegible]
A deep, involving, endearing adventure with heart. And fi[illegible]

For full PS3, PS2, PSP listings go to Side B of the **PSM3** disc.

TOP 3 PS3
SPORT

01 **Skate 2**
02 **FIFA 10**
03 **Madden NFL 2009**

PSM3 WILDCARDS

Everybody's Golf 5
Fiendishly addictive cartoon golfing.

NBA Street Homecourt
Stylish alternative to the regular *NBA* series.

TOP 3 PS3
RPGS

01 **Oblivion**
02 **Fallout 3**
03 **Demon's Souls**

PSM3 WILDCARDS

Resonance Of Fate
A traditional J-RPG, but with added guns.

Disgaea 3: AOJ
Insanely deep and tactical. Funny, too.

TOP 3 PS3
BEAT 'EM UPS

01 **Super SFIV**
02 **Virtua Fighter 5**
03 **BlazBlue: Calamity Trigger**

PSM3 WILDCARDS

King Of Fighters XIII
The never-ending series' PS3 debut. Hardcore.

Def Jam Icon
Rappers go at it in this early PS3 brawler.

TOP 3 PS3
PSN

01 **Braid**
02 **Peggle**
03 **Warhawk**

PSM3 WILDCARDS

NOBY NOBY BOY
A cheap and bizarre interactive plaything.

Flock
Herd animals with a UFO. Fun and addictive.

MY TOP 5

Hideo Kojima would have tagged *WipEout* as 'mental racing action'

The Happy Skull A member of the PSM3 Facebook group's fave PS3 games.

01 **Street Fighter IV** I love it. The best beat-'em-up ever.

02 **The Orange Box** *Portal* on its own would make the list.

03 **WipEout HD/Fury** If Kojima had made this, he would have tagged it 'mental racing action'.

04 **Ninja Gaiden** Really hard.

05 **Colin McRae DIRT** Mostly 'cause I haven't played *DIRT 2*.

MY TOP 5

I love the freedom and destruction you have with the grenade launcher

Callum Brooks A member of the PSM3 Facebook group's fave PS3 games.

01 **Battlefield BC2** It's great because of the freedom you have with the grenade launcher.

02 **God Of War 3** The incredible graphics.

03 **Just Cause 2** I love this because of the amazing open world.

04 **Batman: AA** The freeflow combat.

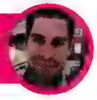
05 **BioShock 2** Because I'm a massive fan of the series .

PSN A-Z Listing

Game	Issue	Score
1942: Joint Strike	103	52%
After Burner: Climax	127	65%
Age Of Booty	110	78%
Battle Tanks	119	70%
Battlefield 1943	116	87%
Bionic Commando Rearmed	105	79%
Blast Factor	87	85%
Blue Toad Murder Files: TMOLR	123	40%

Braid 123 92%
Complex and beautiful, one of the best puzzle games of all time.

Game	Issue	Score
Burn Zombie Burn	110	80%
Call of Duty Classic	123	83%
Calling All Cars	89	78%
Comet Crash	121	83%
Crash Commando	109	52%
Critter Crunch	120	77%
Crystal Defenders	117	61%
Dark Mist	100	70%
Echochrome	101	83%
Elefunk	105	74%
Everyday Shooter	97	80%
EyeCreate	94	56%
Fat Princess	118	75%



Owen Says A quirky, ambitious title that feels a bit messy. Play with mates to get the most out of this one.

Game	Issue	Score
Fatal Inertia Ex	102	64%
Flock	114	81%
Flow	87	82%
Flower	111	83%
Go Puzzle	87	64%
Go Sudoku	87	39%
Gran Turismo HD Concept	87	84%
Gravity Crash	123	81%
Greed Corp	126	80%
GTi Club+	108	77%
Gunstar Heroes	117	37%
Hail to the Chimp	106	43%
Heavy Weapon	121	67%
High Velocity Bowling	98	72%
Hustle Kings	122	82%
The Last Guy	106	80%
Lemmings	87	40%
LocoRoco Cocorechho	94	56%
Madden NFL Arcade	124	58%
Marvel vs Capcom 2	117	78%
Mega Man 9	107	69%
Monster Madness: GD	105	38%
NOBY NOBY BOY	113	72%
Nucleus	89	57%
Numblast	116	73%
Operation Creature Feature	93	54%
Outrun Arcade Online	112	77%
Pain	98	75%
Patchwork Heroes	127	72%

Peggle 125 90%
Ludicrously addictive and sickeningly cute – Peggle will make you happy.

Game	Issue	Score
PixelJunk Eden	106	76%
PixelJunk Monster	98	80%
PixelJunk Racers	94	80%
PixelJunk Shooter	123	89%
Piyotama	96	70%
Punisher No Mercy	117	55%
Puzzle Quest: Galactrix	116	77%
Rag Doll Kung Fu: FOP	114	63%

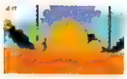
Andy H Says Not much cop in single player. Get some mates round and play the offline multi-player for maximum fun.

Game	Issue	Score
Ratchet & Clank: QFB	105	87%
Revenge of the WD	126	58%
Sam & Max: TDP	127	86%
Savage Moon	110	77%
Shatter	118	79%
Shikitei	104	55%
Siren: Blood Curse	104	80%
Sky Diving	98	59%
Smash Cars	119	62%
Snakeball	96	54%
SOCOM Confrontation	113	76%
Soldner-X: Himmelssturmer	111	59%
Street Fighter 2 HD Remix	109	84%
Super Rub'a'dub	87	50%
Super Stardust	89	79%
Tekken Dark Ressurection	87	84%
Tornado Outbreak	121	63%
Trash Panic	115	76%
Trials of Topoq	93	52%
Trine	120	79%

Warhawk 92 90%
The perfect showcase for the PSN. Rich, rewarding and exciting.

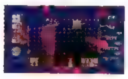
Game	Issue	Score
Watchmen: The End is Nigh	113	34%
Watchmen: The End is Nigh P2	118	32%
Wipeout HD	107	79%
Wolf of the Battlefield: C3	103	68%
Worms PSN	114	78%
Zombie Apocalypse	122	73%

PSP Top Twenty



01 **LocoRoco**
PSM 76 | **Score** 93% | UMD
"Simple to pick up and play. The happiest game on PSP."

02 **Burnout Legends**
PSM 67 | **Score** 92% | UMD
"A fast, fun racer with great online play."



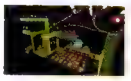
03 **Lumines 2**
PSM 82 | **Score** 92% | UMD
"Hypnotic puzzle action that you'll play for ages."

04 **GTA: Vice City Stories**
PSM 81 | **Score** 91% | UMD
"One of PSP's best games. An example of top-drawer fun."

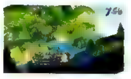
05 **Virtua Tennis World Tour**
PSM 65 | **Score** 91% | UMD
"Easily the Roger Federer of tennis games. Ace."

06 **Gitaroo Man Lives**
PSM 78 | **Score** 90% | UMD
"Challenging, weird and wonderful music game."

07 **GTA: Liberty City Stories**
PSM 69 | **Score** 90% | UMD
"Frustrating at times but a colossal beauty."



08 **Crush**
PSM 88 | **Score** 90% | UMD
"Steep learning curve, but massively inventive."



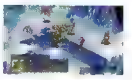
09 **Final Fantasy Tactics: WOTL**
PSM 93 | **Score** 89% | UMD
"Epic, tactical and polished beyond belief."

10 **Tekken: Dark Resurrection**
Issue 78 | **Score** 89% | UMD
"Home-console-quality scrapping that doesn't hurt your thumbs."

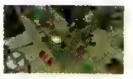
11 **God of War: COO**
PSM 100 | **Score** 88% | UMD
"As sweet as it is short. A Herculean feat of design."

12 **Everbody's Golf 2**
PSM 103 | **Score** 88% | UMD
"Playable and charming. Even if you don't like golf, give it a go."

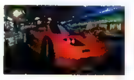
13 **Ridge Racer**
PSM 66 | **Score** 88% | UMD
"It's hard to imagine a better showcase for the PSP."



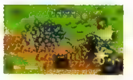
14 **Disgaea: AOD**
PSM 94 | **Score** 88% | UMD
"One of the most polished, deep role-players ever made."



15 **GTA: Chinatown Wars**
PSM 120 | **Score** 87% | UMD
"Substantial, hilarious and huge, but not as good as it was on DS."

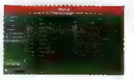


16 **Midnight Club 3**
PSM 66 | **Score** 87% | UMD
"Trimmed from PS2, but the Wi-Fi gambling is the biz."

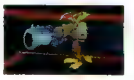


17 **Half Minute Hero**
PSM 126 | **Score** 86% | UMD/PSN
"Gloriously eccentric, poking fun at RPGs of yesteryear"

18 **Killzone: Liberation**
PSM 81 | **Score** 86% | UMD
"Works great on PSP. Much better than if they'd made it an FPS."



19 **FM Handheld 2007**
PSM 81 | **Score** 86% | UMD
"Builds on last year's version. A portable port masterclass."



20 **Ratchet & Clank: SM**
PSM 87 | **Score** 86% | UMD
"Every bit as good as the main console series."

Spotted! Bargain Buys

This month's top deals. Great games, better prices

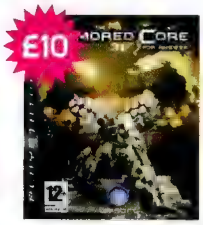
£18

God Of War Collection
PSM123 | 85%
Where zavvi.com
Great value, this. Both original *God Of War* games, with a radical HD makeover. Look fantastic on a modern telly, and feel as brutal as they ever were.
Value ★★★☆☆

£13

Dissidia: Final Fantasy
PSM118 | 81%
Where play.com
An actually brilliant beat-'em-up starring heroes and villains from *Final Fantasy*'s long and varied history. One of PSP's best games for just over a tenner.
Value ★★★★☆

£10



Armored Core for Answer
PSM108 | 63%
Where asda.co.uk
Not to everyone's tastes, but if you're looking for something a bit different, this highly customisable mech brawler is worth a go.
Value ★★★

£10

GRAW 2
PSM91 | 86%
Where amazon.co.uk
A solid tactical shooter with a wealth of clever gadgets and vehicles to play with. A good alternative to straight-up FPSs like *Modern Warfare 2*.
Value ★★★★

£13

FEAR 2: Project Origin
PSM111 | 80%
Where amazon.co.uk
Get ready for *F3AR*, our recent cover game, with this above average sci-fi shooter. Slow-motion shotgun blasts and genuinely disturbing endings FTW.
Value ★★★

Why didn't anyone buy...?

They released it... No-one bought it. We explain why

We Love Katamari

Pub EA | **Dev** Namco | **PSM** 69 82%

Fairly obvious one, this. First and foremost, the box art. Although the cute crayon sketch of a cousin rolling a katamari ball is stylistically fitting, it's the kind of thing that scares your average consumer. In other words, it isn't an angry, twenty something caucasian male cradling an assault rifle and making an "Arrrrgh!" face.

Next up, well, it's a *Katamari* game. Even for a seasoned, open-minded gamer it's a challenge: a game where you roll a sticky ball around a kaleidoscopic cartoon world, to some of the most insane music ever recorded, picking stuff up to grow bigger. That's your only motive – getting as huge as possible.

We love EA for releasing *We Love Katamari* in Europe. It's a genuinely brilliant, addictive, unique game, and so received plenty of critical acclaim. But even that description didn't equal sales, and *Katamari* barely scratched the charts. Challenging, original games rarely sell, no matter how good they are, and no matter how many plaudits they receive from critics. Just look at *Okami*.

ebay Going, Going, Gone Expensive tat edition

Grand Theft Auto beer

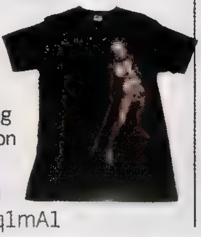
This is a genuine bottle of Pisswasser beer, as seen in Liberty City. It was a promo item sent to journalists by Rockstar. Brewed from the 'urine of Bavarian virgins'. Long past sell-by date.

Price £39.99
Link bit.ly/c7pXUf

Silent Hill t-shirt

Nothing says 'eligible bachelor' like a large t-shirt with a terrifying zombie nurse on it. *Nothing*.

Price £34.99
Link bit.ly/9q1mA1



Modern Warfare patch

A patch depicting the logo of Task Force 141. Sew it to your blazer or shorts and you'll instantly feel like a badass.

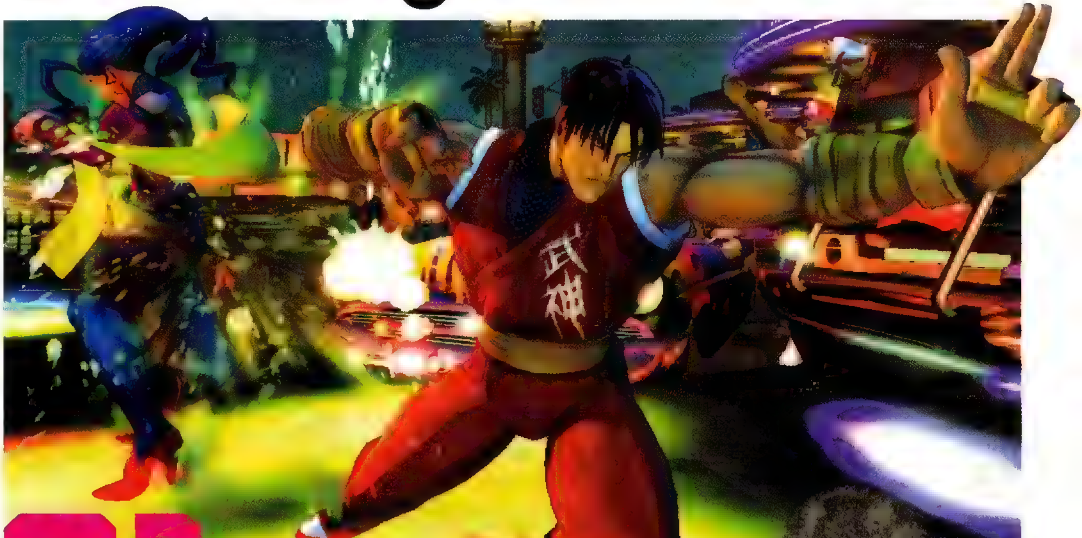
Price £5.00
Link bit.ly/csTwEh

TASK FORCE
141

My Top 5...

Owen Hill, Production Editor

Life changers...



01 Super Street Fighter IV

Pub Capcom | **Dev** Capcom | **PSM** 126 | **Score** 95%

One evening of practice is all you need – just enough time so you can string together a combo and pull off the occasional Ultra. Then it turns serious; hours in the training room trying to perfect an 18-hitter, discussing mix-up strategy in the pub, changing your desktop wallpaper to a flattering image of your main. And now, thanks to *Super*'s online features, there's always someone around who's willing to Ultra your face...

02 Monster Hunter: Freedom Unite

Dev Capcom | **PSM** 116 81%

Extra dangerous – its portable nature can affect behaviour *outside* the house. Get real-life mates involved and feel your social life get twisted.

03 MAG

Dev Zipper | **PSM** 124 73%

Achieve Officer In Charge status and excuses are void – it's your *responsibility* to log in every night until your faction is ahead in the Shadow War.

04 Rock Band 2

Dev Harmonix | **PSM** 109 91%

Are you aiming at the *top* of the leaderboards? Prepare for a life of memorisation and forum-fuelled peripheral modding. It's not pretty.

05 Demon's Souls

Dev From Software | **PSM** 121 88%

Rarely has a learning curve been as satisfying, or punishing, to conquer. Get sucked into Boletaria and you can never leave...

Out this month

The best games and Blu-ray movies available this month

Friday 4th June, 2010

Naughty Bear 505 Games PS3 04/06 £40

Imagine a kid's TV show where the characters are bears that execute each other *Manhunt* style. You've just imagined *Naughty Bear*, one of the strangest games we've seen in a long time, and it's out this week.

The Book of Eli Warner Blu-ray 01/06 £25

Denzel Washington stars in this post-apocalyptic action movie about a lone wanderer travelling the West Coast of the United States. Weirdly, it was written by a former editor of our sister magazine, PC Gamer.

Alice In Wonderland Disney Blu-ray 04/06 £25

One of the most visually sublime films of the year. You won't get the full benefit of the 3D cinema experience, but it's still a real looker on Blu-ray. As a film it's not perfect, despite a decent turn from Depp as the Mad Hatter.

Also out Classic Clint Eastwood WW2 spy adventure Where Eagles Dare is out on Blu-ray this week too.

Friday 11th June, 2010

Green Day: Rock Band EA PS3 11/06 £40

Not as luxurious a package as *The Beatles: Rock Band*, but still packed full of content. As well as featuring 47 of the band's hits, including American Idiot and Basket Case, the band have also performed all the motion capture.

The Wolfman Universal Blu-ray 07/06 £25

This remake of the classic '40s horror film stars Benicio Del Toro as a man who – you guessed it – turns into a wolf. There's not much artistry to this one: just a lot of shocks, gore and limb removal. Which is fine by us.

Also out You can grab Michael Mann's sensational Collateral on Blu-ray this week.

Friday 18th June, 2010

War of the Worlds Warner Blu-ray 14/06 £25

See Tom Cruise on the run from marauding aliens in Steven Spielberg's accomplished re-telling of the H.G. Wells classic. The incredible sets and special effects shine on Blu-ray. And Cruise isn't bad in it, either.

Metal Gear Solid: Peace Walker Konami PSP 18/06 £30

That PSP that's been lying, unloved, in your drawer for six months? Get it out: Kojima's portable masterpiece is released this week, and it's one of the most ambitious, featured-packed *Metal Gear* games ever.

Invictus Warner Blu-ray 14/06 £25

An undeniably stirring, if predictable, account of how Nelson Mandela turned the Springbok rugby team into a unifying force for his country. This film by Clint Eastwood garnered a few Oscar nominations.

Also out Complement *Red Dead* with the Spaghetti Westerns Blu-ray triple pack: A Fistful Of Dollars, A Few Dollars More and The Good, The Bad And The Ugly.

Friday 25th June, 2010

Demon's Souls Namco Bandai PS3 25/06 £40

Finally! The most imported game in PS3 history gets a (limited) release in the UK, thanks to Namco Bandai. *Demon's Souls* is a hardcore RPG with unique online integration, and you absolutely have to play it.

International Cricket 2010 Codemasters PS3 25/06 £25

The best, and, er, only, cricket sim on PS3, released just in time for the Ashes. If you're a cricket fan your choices are limited, but luckily this is a very good sim of the sport of gentlemen.

Transformers: War For Cybertron Activision PS3 25/06 £40

This action game takes place on Cybertron, years before the Transformers made contact with Earth. It features more playable characters than we can list, and visuals more reminiscent of the cartoons than the Michael Bay movies.

Also out You can also grab Peter Jackson's Oscar-nominated drama The Lovely Bones on Blu-ray today.

[illegible]

Green Day: [illegible]

Green D[illegible] money to do so. [illegible]

Apparel

[illegible] they're £12.99 [illegible]

[illegible]

[illegible] This is the special edition of *Demon's Souls*. It comes in [illegible]

And the best of what's out NOW...

BLU-RAY
1. Avatar
2. The Road
3. BSG: The Plan
4. The LOTR Trilogy
5. Up In The Air
6. Fight Club
7. Drag Me To Hell
8. Watchmen

PSN
1. Sam & Max: TDP
2. Peggle
3. Braid
4. WipEout HD Fury
5. Greed Corp
6. After Burner: Climax
7. Flower
8. Marvel vs Capcom 2

DLC
1. Metro Pack (BioShock 2)
2. Stimulus Package (MW2)
3. Chronicles: The Taxidermist (Heavy Rain)
4. Exotic Racing Pack (Need For Speed: Shift)
5. Domination Track Pack (DJ Hero)

VIDEO STORE
1. Avatar
2. Slumdog Millionaire
3. 2012
4. Harry Brown
5. Saving Private Ryan
6. The Bourne Collection
7. Snatch
8. Casino Royale

DEMOS
1. Skate 3
2. Greed Corp
3. 2010 FIFA World Cup
4. Just Cause 2
5. MotoGP 09/10
6. Digger HD
7. Lost Planet 2
8. Heavy Rain

PSONE
1. Vagrant Story
2. Guilty Gear
3. Final Fantasy VIII
4. Metal Gear Solid
5. Syndicate Wars
6. G-Police
7. Jumping Flash!
8. Kula World

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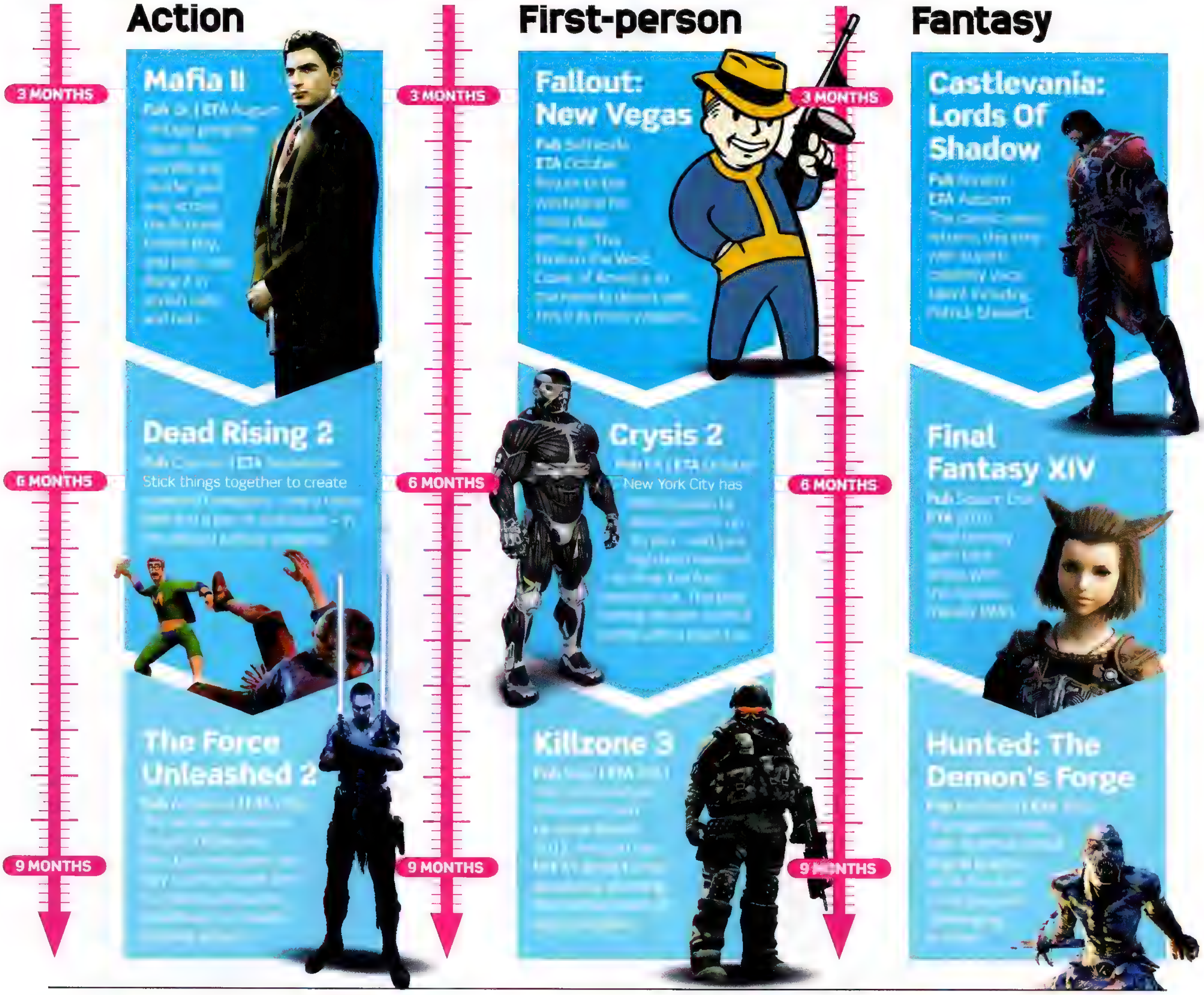
How long will I be waiting for...

The next big games in your favourite genre, and how long you'll need to wait for them



Action

Mafia II

[illegible]

Dead Rising 2

[illegible] Stick things together to create [illegible]

The Force Unleashed 2

[illegible]

First-person

Fallout: New Vegas

[illegible]

Crysis 2

[illegible] New York City has [illegible]

Killzone 3

[illegible]

Fantasy

Castlevania: Lords Of Shadow

[illegible]

Final Fantasy XIV

[illegible]

Hunted: The Demon's Forge

[illegible]

Full release schedule

July

Blacklight: Tango Down	Ignition
MMA	EA
Quantum Theory	TKE
Tiger Woods PGA Tour 11	EA

August

Kane & Lynch 2: Dog Days	Square Enix
Madden NFL 11	EA

September

Brink	Bethesda
Dead Rising 2	Capcom
F1 2010	Codemasters
FIFA 11	EA
Gran Turismo 5	Sony
Mafia II	2K Games
RUSE	Ubisoft

October

Castlevania: Lords of Shadow	Konami
DJ Hero 2	Activision
Ghost Recon: Future Soldier	Ubisoft
Fallout: New Vegas	Bethesda
Max Payne 3	Rockstar
Medal of Honor	EA
PES 2011	Konami
Singularity	Activision
True Crime	Activision
Vanquish	Sega

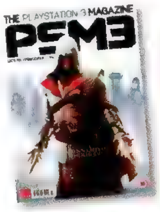
2010 / 2011

Agent	Rockstar
Aliens: Colonial Marines	Sega
Assassin's Creed Brotherhood	Ubisoft
Batman: Arkham Asylum 2	Warner
Bodycount	Codemasters
Bulletstorm	EA
Call of Duty Black Ops	Activision
Crysis 2	EA
Dead Space 2	EA
Deus Ex: Human Revolution	Square Enix
Enslaved	Namco Bandai
F.E.A.R 3	Warner
Homefront	THQ
LA Noire	Rockstar
LittleBigPlanet 2	Sony
Metal Gear Solid: Rising	Konami
Pirates of the Caribbean: AOTD	Disney
Rage	Bethesda
Shaun White Skateboarding	Ubisoft
Spec Ops: The Line	2K Games
Spider-Man Shattered Dimensions	Activision
Star Wars: Force Unleashed 2	Activision
The Last Guardian	Sony

***Release dates subject to change. For extended release list head to psm3mag.com**

Only PSM3 brings you...

5 things to remember this month



Assassin's Creed Brotherhood
"The multi-player is fantastic, and for us it's the real reason to get excited about this"
page 10

Pro Evo 2011
"Seabass assured us 'I will never lose the feeling of PES', which might serve as blessing, and curse"
page 20

Vidzone Music Festival
"Host your own festival in your front room. And there's not an idiot in a jester hat or a beer queue in sight"
page 58

Red Dead Redemption
"No filler, no gimmicks: just effortless, engaging beauty. Thoughtful and different missions set it apart from *GTA*"
page 76

Super Street Fighter IV tips
"Tournament pro tips to add into your game to help bring out your best online"
page 102

Free Next DualShock thumb grips - 2 different designs to collect

① **FPS accuracy**
Nail every headshot in *Modern Warfare* with dimpled grips

② **Precise beat 'em up control**
Eliminate failed combos or whiffed fireballs with improved directional control

PLUS!

E3 2010: We see and play *everything*

See 100s of new PS3 games live from Los Angeles

Issue!

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Metal Gear Solid: Rising - Exposed!

Hidden messages in Hideo Kojima's Twitter reveal the truth* about his secret new *Metal Gear* project

Kojima Productions love secret messages. Their E3 trailers are always filled with cryptic clues ('No place to hide?') and their games are stuffed with easter eggs and references. So we thought: hey, maybe there's more to Kojima's Twitter feed than just pictures of his lunch and sombre musings about the rain? And you *could* say that we're reading too much into things, but this is what we managed to find...

Twitter quote	What he REALLY means
"I watched *Prince Of Persia: The Sands Of Time*. It paid homage to the original game throughout, and I felt the love embedded in many scenes."	**"*MGS: Rising* will feature classic bosses from the original *Metal Gear*, like Psycho Mantis and Vulcan Raven! How did they come back to life? It doesn't matter!"**
"In a meeting."	**"In a meeting with Sony securing life-long exclusivity for *MGS: Rising* on PlayStation 3!"**
"Today I walked around the area where a 'confidential project' is taking place."	**"I was over at the *MGS: Rising* side of the office brainstorming new ideas with the team, because even though I said I'm not, I'm still in charge of the whole project!"**
"On the move."	**"I wasn't directing *Rising* before, but I am now! I'm literally 'on the move'! This game won't make itself!"**
"If I were to compare myself to a cherry blossom, I would fully bloom, then readily and gracefully fall from the tree."	**"There will be 5,000 guns in *MGS: Rising*, and 400 swords."**
"As a child, I believe we tirelessly corresponded to each stimulus we met with our minds and souls. Things we saw, heard, and touched, we diligently researched and analyzed."	**"There will be a scene set after the events of *MGS4* where you play as Jack's son – who is a child."**

---

* Not really!!! It's a joke!!! LOL!!!

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SHORTLIST OPENING 14 JUNE

UNCHARTED 2: AMONG THIEVES VS GTA IV: THE BALLAD OF GAY TONY

Longlist votes have flooded in and we're busy putting together your shortlist now.

The shortlist is announced 14 June, when the real battle between your favourite games begins!

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